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EXCLUSIVE PLAYSTATION DEMOS

TOMB RAIDER: TLR, SPYRO 2, MISSION: IMPOSSIBLE, CHAMPIONSHIP MOTOCROSS, FIGHTING FORCE 2, DESTREGA, KINGSLEY'S ADVENTURE, GRAN TURISMO 2 AND MORE!



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Official
Australian

PlayStation Magazine 29

DECEMBER 1999 \$11.95

FIRST REVIEW AND DEMO!

BABY, ONE MORE TIME

TOMB RAIDER: TLR

Lara's back in her greatest adventure yet...

REVIEWED

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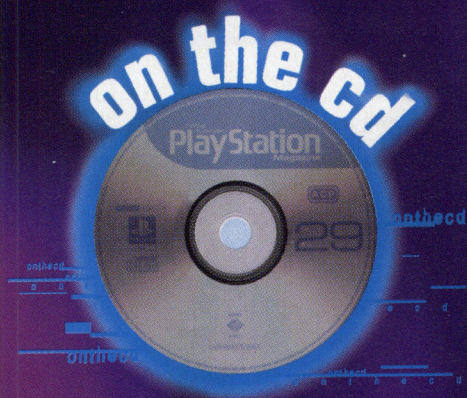


MAXIBON

GO AHEAD

**Bite off more than
YOU CAN CHEW**

IN MEMORY
OF ALL THOSE
WHO HAVE TRIED
AND FAILED.



Lara leads the way on yet another breathtaking demo disc. You'll not find a better one anywhere!

TOMB RAIDER: TLR Playable

Lara's back in her greatest adventure. Enjoy the sights in ancient Alexandria.

SPYRO 2 Playable

Enter the dragon and be a firestarter.

MISSION: IMPOSSIBLE Playable

Cruise around in this spy adventure.

DESTREGA Playable

Magic-fuelled free roaming beat 'em up.

CHAMPIONSHIP MOTOCROSS Playable

Mud, leather, jumps and polygons as Ricky Carmichael rides on PlayStation.

KILLER LOOP Playable

Fast and futuristic racing thrills.

MILLENNIUM SOLDIER Playable

A good honest arcade blast.

FIGHTING FORCE 2 Playable

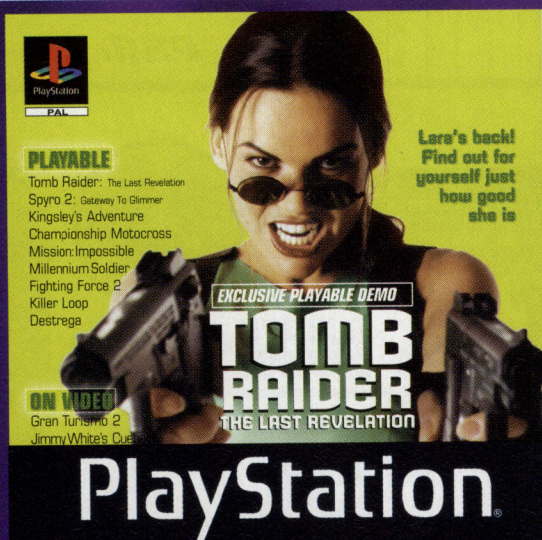
Lara lovers Core Design take on the stealth 'em up genre with Hawk Hudson.

GRAN TURISMO 2 Video

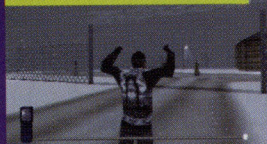
The world's best selling PlayStation game is back. Playable demo next month.

JIMMY WHITE'S CUEBALL Video

Pot black on PlayStation, right on cue.



MISSION: IMPOSSIBLE



DESTREGA



SPYRO 2



CHAMPIONSHIP MOTOCROSS



KILLER LOOP



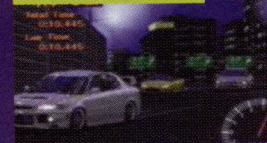
MILLENNIUM SOLDIER



FIGHTING FORCE 2



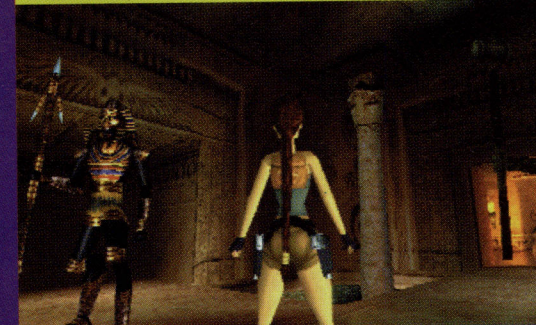
GRAN TURISMO 2



JIMMY WHITE'S CUEBALL



TOMB RAIDER: THE LAST REVELATION



Okay that's it. When you

find yourself in a photographic studio with two small balloons down the front of an ill-fitting vest, you know that a game phenomenon has gone far enough. The trouble is, the *Tomb Raider* titles remain such a brilliant series of games, that Lara (love her or hate her) will be around for a while further. Besides, we have no idea why people, especially those within the industry, get upset at the amount of coverage she receives. Surely anything that gains videogames a wider acceptance in the mainstream press has got to be a good thing? So what if people try to blur the images between real life and fantasy? Any sane person knows she's a fictional character within a brilliant game... Simple as that.

Check out our exclusive review and demo to see whether this year's model is up to scratch. She certainly looks in better shape than the idiot below...

A first preview of *Gran Turismo 2* and the chance to win a DVD player and 50 films are just some of the many great highlights in this issue. The picture below is not one of them.

Have fun!

Rob Pegley

Rob Pegley
Editor



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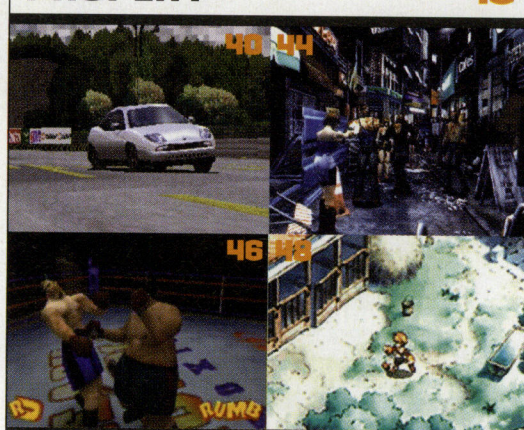


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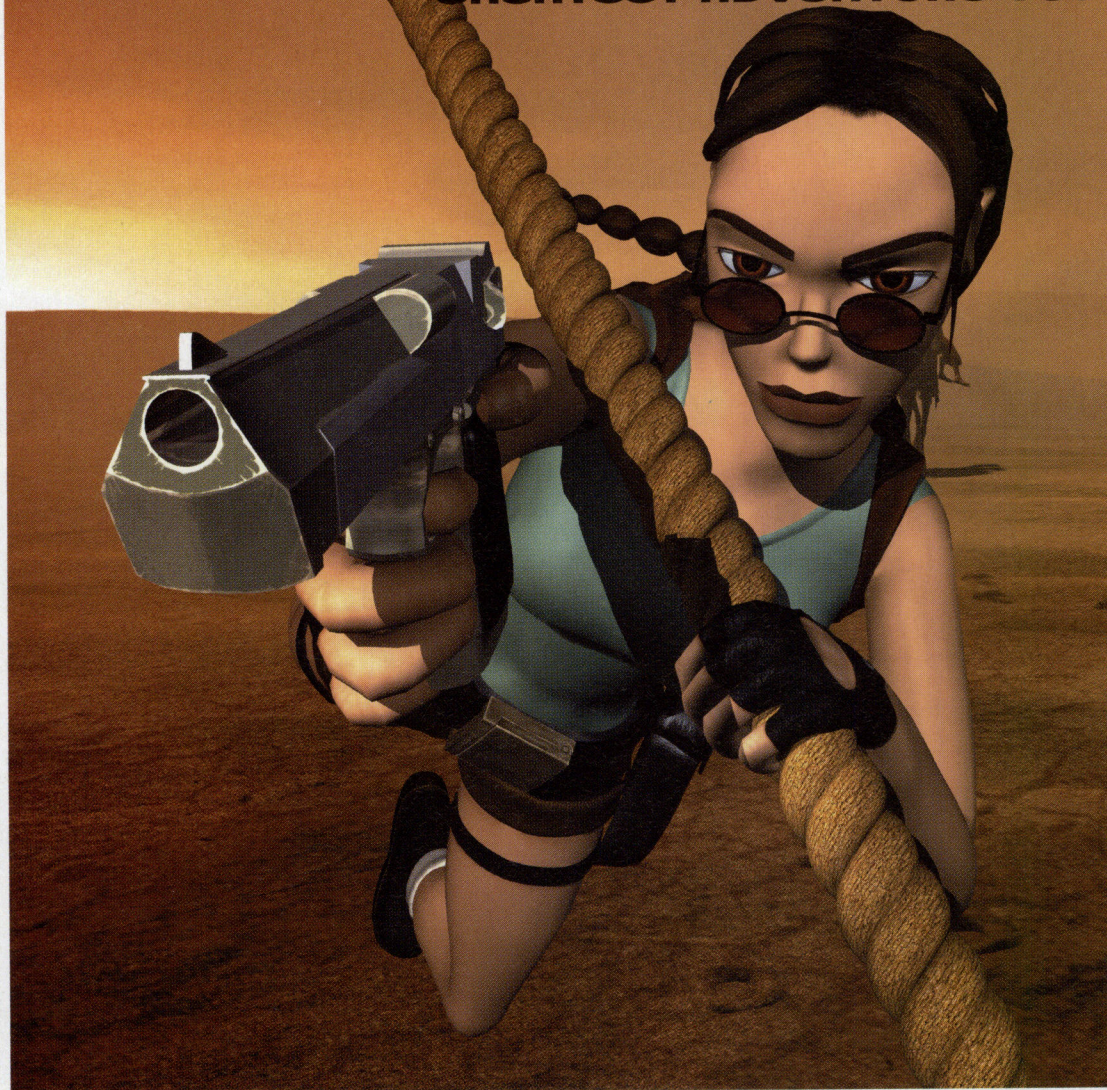
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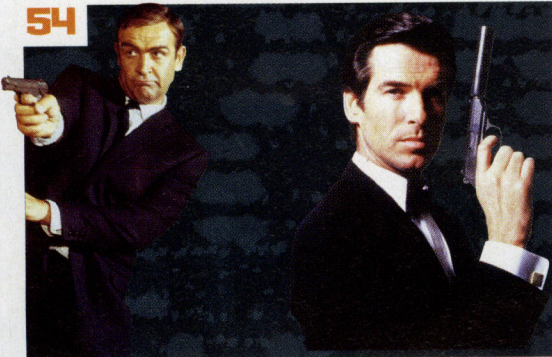
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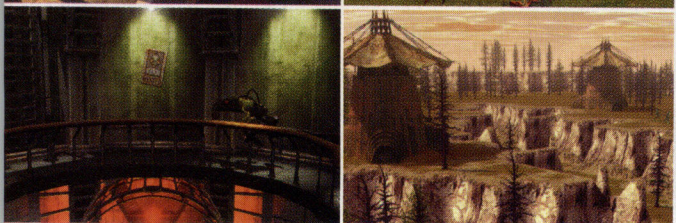
[PLANET PLAYSTATION]

IF IT'S ABOUT PLAYSTATION AND IT HAS HAPPENED THIS
MONTH, THEN IT'LL BE IN THE NEXT 26 PAGES...



ABE'S BRAVE NEW SEQUEL PROMISES TO BE VERY
ODD WORLD INDEED. **JASON HILL** PRESENTS
A NEW MACHINE, A NEW HERO AND A NEW ERA.

Monster Munch



Here are the first shots of the new Oddworld game for the PlayStation2 from the twisted minds that brought us *Abe's Oddysee* and *Exoddus*.

Munch's Oddysee promises to be a 3D game like you've never seen before, with elements of action, adventure, role-playing, simulation, strategy and shoot 'em up games all in the one package. There will even be land and air vehicles to control.

The game will be in real-time 3D, and Oddworld Inhabitants President Lorne Lanning promises the game will look "awesome" and like nothing ever seen before. It will feature CD movies and audio at DVD quality with digital surround sound.

The game will feature a wealth of characters vastly more intelligent and complex than those in the previous Oddworld titles. Inhabitants will have their entire life cycles simulated, beginning from the moment they are born into the game. As they grow and interact with one another they'll develop their own emotional responses with trust, friendship, paranoia and even nervous breakdowns putting in an appearance. "We are simulating entire life cycles for all the characters in the world, all the communities, and even the landscape," said Lanning. "We are truly going for a 'world' simulation approach rather than gauntlet types of puzzles that you saw in our previous games."

The game will feature a massive vocabulary

that's far beyond the innovative but primitive GameSpeak system in the *Abe* games. There will be four categories of speech, and comments will be context sensitive. Building relationships with other characters using speech and status will be important.

"We are pushing the GameSpeak, emotions, character navigations, and character AI to completely new places," said Lanning. "This game will feel eerie in how lifelike it is and how alive and aware the characters seem to be. We are successfully merging more game genres into a single experience, and we are doing it in a most natural and intuitive way. It will be more like visiting Oddworld than playing Oddworld."

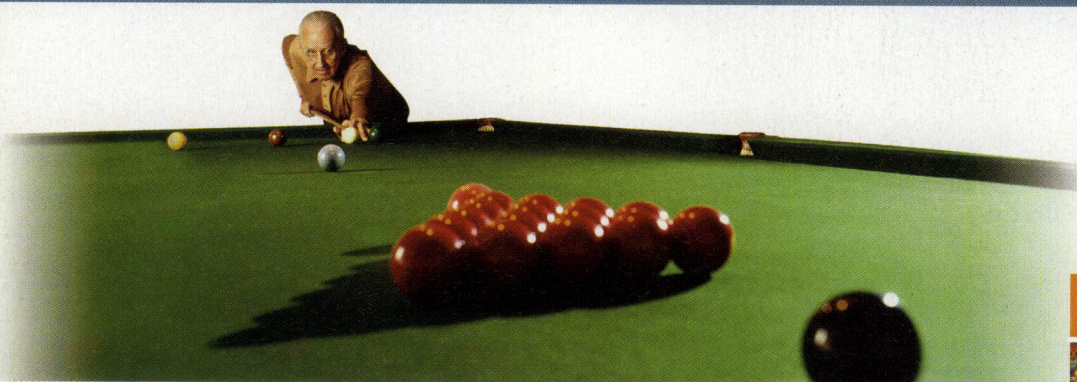
Munch is a new character who has a co-dependent relationship with Abe, the hero of *Oddysee* and *Exoddus*. Like Abe, Munch is an unlikely hero "at the bottom of the food chain, and slipping fast". In the game you will play both Munch and Abe. They have different abilities so you will need to figure out who is best for achieving your immediate goals.

Oddworld Inhabitants are working to release the game for the launch of the PlayStation2 next Spring. *Munch's Oddysee* could be the first true next-generation experience and sell the PlayStation2 by the truckload.





Latamire Munch: currently a lab experiment and the eponymous hero of *Oddworld: Munch's Oddysee*.



Right On Cue

Put block with a new ultra-realistic snooker and pool simulation

Jimmy White's *Cueball* should be the most fun and realistic pool and snooker simulation on PlayStation. *PSM* caught up with its creator, the legendary coder Archer Maclean.

PSM: Could you tell us a bit about the game?

AK: Basically you can wander round a series of incredibly detailed environments full of things to interact with. There are the main snooker and pool games of course, as well as half-a-dozen fully playable side games. I really wanted to create a massive room where you can examine everything you see and use it in some way.

PSM: What's the best feature?

AK: The use of motion-captured hands that look like ethereal white gloves. They act as your opponent and the referee and can generally be seen mucking around in the background.

PSM: How have you made the physics accurate?

AK: We implemented real maths to model mathematically the real world situation. We did loads of research on the actual kinetics and physics involved.

PSM: Any sub-games?

AK: Yeah, loads. Besides hitting little balls with a wooden stick, there's a fully featured darts game, draughts, an arcade cabinet that plays my very first shoot 'em up (*Dropzone*), plus a fruit machine and jukeboxes.

PSM: How did Jimmy White contribute to the game?

AK: Advice on shot logistics, awkward snookers, use of spin and so on. Funny thing is he's not so hot at using a mouse, but if I do the mouse actions and he looks at the image on screen, as soon as he says "that'll go in", it bloody well does...



It's so realistic you can rip the cloth.



Not your average smokey pool hall.



"Where's the 20-cent coin slot?"

Don't Underestimate The Power Of PlayStation2

Flew PS2 hard drive details emerge from Sony

Sony has announced it is working on a hard drive for the PlayStation2. The hard drive will be used for storing information which has been downloaded from high-speed cable modems, such as music, movies and original PlayStation titles.

Sony refuses to confirm or deny the rumours regarding the drive's size or price. But speculation on the Internet suggests that it will boast an impressive capacity of around 50GB (big enough to store well in excess of 70 PlayStation titles), that it could sell for as little as \$250 and that it will be available by the end of 2001.

Great news for the PlayStation community, but what about PC owners? Simple. Rather than waste their money on countless annual upgrades, they can buy a PS2 plus hard drive for a fraction of the price.

Sony Computer Entertainment President Ken Kutaragi, speaking to the *Nikkei Industrial Daily*, has also hinted that on-line support for

PlayStation2 will be impressive. "PlayStation has an installed base worldwide of some 60 million units. The console is supported by a wide range of fine software. When PlayStation2 is connected to broadband networks, immediately several thousand software titles will be accessible."

Just as exciting is the news that Sony is planning to develop interactive DVD movies for the new console. Among the directors rumoured to have been approached is a Mr George Lucas.

PlayStation2 — is there anything it can't do? If it can gain credibility for the interactive movie genre, *PSM's* answer would have to be a resounding no.



Crash Team
Racing

VS

Speed
Freaks



Crash Vs those freaks... Well, we know who's naughtier, but who makes it to the finish line first?

Crash Team Racing	Game name	Speed Freaks
\$79.95	Price	\$69.95
Naughty Dog	Developed by	Funcom

CTR has a similar style to *Speed Freaks*, though it has proven to be better in most categories. It also has brilliant controls, and is fantastic as a multiplayer game, whether in battle or racing mode.

The lowdown

Speed Freaks is a great game — wicked characters, great tracks, top-notch graphics, multiplayer. Its only weakness is a slight lack of pace.

This is the best kart game ever. Due to its gameplay, handling, speed, power-ups, circuits, and wide variety of playing modes, *Crash Team Racing* will have you power-sliding like an animal.

Verdict

Speed Freaks is certainly a great game but unfortunately wasn't able to bask in the glory for long. For overall entertainment, *Crash Team Racing* gets the *PSM* nod.

On The Ball

RE-ENACT THE RUSSIE'S WORLD CUP TRIUMPH

EA Sports is working on a new Rugby Union simulation for PlayStation. It's about time! The only rugby sim on Sony's box is *Jonah Lomu Rugby* from Codemasters, released way back in 1997. *EA Sports Rugby 2000* should be released in March.

It will feature 20 international teams and over 600 real players, each modelled on their real-life likeness. There's realistic weather and over 25 stadiums from around the world. Commentary will be supplied by Pommie chaps Bill McLaren and Jamie Salmon.

EA also promises flexible "pick-up and play" controls, allowing full control over your side.



Return of the Living Dead

Resident Evil 3: Nemesis will be raising your blood pressure soon...

The biggest news in Japan at the moment has got to be the release of the latest in Capcom's *Biohazard* series, *Last Escape*. The game will of course be retitled *Resident Evil 3: Nemesis* over here.

Turn to page 40 for a preview of the game, but we couldn't help also revealing that the million plus Japanese otaku who've already bought the game are finding an extra surprise. Finish the game and a mini-game appears on the main intro screen.

Called *The Mercenaries: Operation Mad Jackal*, you play one of three Umbrella Mercenaries from the main game — Carlos, Mikhail or the evil Nikolai.

The object is to get your merc from the cable car in downtown Raccoon City to the target area. Sound easy? Did we mention you have a bomb with a two-minute fuse attached to you?

As you weave your way through the streets, extra time can be gained by successfully ducking attacks and offing zombies. Extra health can be collected by rescuing civilians you find on route. For successful baddie blasting, you are rewarded with enough money to buy a machine gun, rocket launcher or gatling gun, which can be used in the main game the next time you play.





a ton of stuff...

Think Solid Snake is cool? He's one of the reasons why *Metal Gear Solid* is the best game of 1999. **Stuart Clarke** has another 99...



01 Solid Snake is one of the coolest game heroes in history.
02 He can also kick ass harder than Duke Nukem.
03 Plus he's a babe magnet.
04 And you never quite know which babe is going to get lucky – Meryl, Dr Naomi, Mei Ling or Natasha.
05 Although Meryl is a big crowd pleaser...
06 Especially when you catch a glimpse of her undressed.
07 The game's environments are solid and detailed.
08 The introductory cinematic sets the scene perfectly without being too flashy.
09 The brilliant cut-scenes mesh seamlessly with the in-game action.
10 The game's story is meaty and compelling.
11 It is also unusually thoughtful – refreshing fare for a video game.
12 The futility of war and mankind's irrepressible violence is discussed.
13 So is Japanese animation – cool!
14 You never quite know who to trust.
15 The game is not just mindless shooting – it's actually best to try and get through unseen as much as possible. Revolutionary!
16 Most "levels" can be completed a number of different ways.
17 The VR training mode looks great and will get you proficient quickly.
18 Enemies have cool names like Revolver Ocelot, Vulcan Raven and Psycho Mantis.

19 Snake bought a pack of cigarettes on the mission.
20 Cigarette smoke lets Snake spot infrared laser beams.
21 If you smoke a lot though, Snake's life gauge goes down.
22 See, who ever said that games weren't educational?
23 The enemy soldiers seem real – a very high level of AI.
24 Your heart will be in your mouth when you get spotted. Run! Shoot! Hide!
25 You can hide from view in cardboard boxes.
26 At one point in the game you can get a wolf to piss on the cardboard box you're hiding in.
27 And this is a good thing, as you'll smell "doggy" enough not to be attacked by other wolves.
28 You can create a diversion by tapping on a wall.
29 You can fake a fatal injury with a bottle of ketchup.
30 You can strangle enemies.
31 You can use enemies as human shields.
32 You can make an enemy a human bomb by strapping a C4 charge on them.
33 Firing the Stinger is a major rush.
34 So is firing the Nikita.
35 And the FA-MAS.
36 The other weapons are pretty darn cool too.
37 Grenades are fun to throw around – major damage.
38 Chaff Grenades will block video cameras – sneaky.
39 Hand-to-hand combat can always be resorted to thought – lots of variety.
40 Diazepam tablets stop the shaking when you're taking a pot shot through a sniper rifle.

41 The thermal goggles are a good look.
42 The night-vision goggles are also pretty cool to run around in.
43 You can catch a cold from a sick guard and start to sneeze.
44 You'll have to find some medicine to cure the cold.
45 Snake gets to wear a tuxedo after finishing the game twice.
46 You can make Meryl blush if you look at her closely for a while.
47 She's tough though – hit her and she'll hit back harder.
48 Meryl is genetically engineered to be a superior fighter.
49 Snake wanted to retire and had to be basically kidnapped to go on this mission.
50 Mei Ling gets annoyed if you call her on the Codec too much without saving.
51 She even sticks her tongue out at you!
52 You can find a camera and take happy snaps of wherever you are in the game.
53 Some of the happy snaps will have ghost images on them.
54 These ghost images are pictures of the game's developers. Very cool.
55 You can shoot while running. Very necessary.
56 The vibration on the Dual Shock controller is implemented superbly.
57 *Metal Gear Solid* took four years to make and you can tell. The attention to detail is staggering.
58 Your breath will get foggy in cold areas.
59 You can escape the nasty effects of Sarin gas with a gas mask.
60 You can quickly reload your weapon with the **R1** button.

62 The control method is perfect – Snake is easy and intuitive to use.
63 You can take a look around corners by slowly moving to the edge.
64 Your performance in the game will be rated at the end with a code name and rank.
65 To be ranked 1 you can be spotted no more than five times and kill no more than 25 enemies.
66 There are four levels of difficulty.
67 There are short cuts throughout the game – including the cardboard box express.
68 Hide in a cardboard box in the back of the truck and you'll be taken to the location marked on the box.
69 It's one of the best videogames ever made!
70 Psycho Mantis can read your mind.
71 To beat him you'll have to plug the controller into the second port.
72 He forces you to fight Meryl by controlling her mind.
73 The Ninja is the most mysterious character in the game – a field of electricity surrounds him.
74 Ninja is actually Gray Fox, a soldier who has gone experimental with gene therapy.
75 Ninja will get a new "Spiderman" suit after completing the game twice.
76 The game is a great mix of action and puzzles.
77 It's largely action though.
78 It is undoubtedly one of the best videogames ever made.
79 The highest possible code name is Big Boss.
80 The lowest ranked code name is Flying Squirrel.
81 The director of *MGS*, Hideo Kojima, is a genius.

82 The game has an interesting history, with the first two *Metal Gear* games made for consoles not released in Australia.
83 The first *Metal Gear* was released in 1987.
84 *MGS* is quite possibly the best videogame ever made.
85 If you want to catch a glimpse of an undressed Meryl, follow her into the women's toilets.
86 She's pretty buff.
87 It's an adrenaline-pumping ride from start to finish.
88 The final climatic fight with Liquid Snake is not a let down.
89 To start off with, Liquid Snake is in control of the mammoth *Metal Gear* Rex.
90 Once you've damaged the giant mech bad enough, it's time for some one-on-one fighting action.
91 Just like the best movies, Liquid Snake never seems to finally die.
92 But you should finish him off in the timed 10-minute escape scene at the end.
93 There are two different endings depending on your actions in the torture chamber.
94 While finishing the game is sad, it's not a let down.
95 If you can't get enough, you can now go and buy the *MGS Special Missions* CD.
96 That's got enough challenges to keep you going for weeks.
97 But you'll never forget playing the real game through for the first time.
98 It's one of the best videogames ever made. Have we mentioned that before?
99 It's probably the closest thing to an interactive movie yet seen.
100 Look, just take our word for it, okay?



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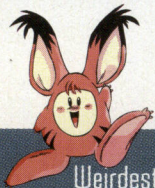
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Weirdest Game of the Month

Pocket Muu Muu



The first PlayStation title that you can't actually play on your PlayStation, *Pocket Muu Muu* is simply a collection of 100 mini games for use with the PocketStation. Obviously the majority of them will be quite basic affairs as names such as *Finder*, *Galaxy* and *Block-Out* suggest. Some of them, however, sound quite interesting, and PSM can't help but wonder if the likes of *Love Darts*, *Pomping Crash* and *Teacher* will ever become full-on PlayStation releases.



Armoured Core 2

Developer: From Software
Japanese release: **Summer 2000**
Australian release: **Not announced**



From Software will be among the first third-party developers to release a PlayStation2 title. The game in question is an extension of its highly successful *Armoured Core* series, and despite being the fourth game in the series, it will be known as *Armoured Core 2*. Previous titles in the series were *Armoured Core* (July '97), *Armoured Core: Project* (December '97), and *Armoured Core: Master of the Arena* (February '99). The game is obviously still in the early stages of development, but this screenshot is real-time in-game footage and not, as you could be forgiven for thinking, an intro.

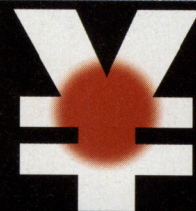
Dew Prism

Developer: Square
Japanese release: **December**
Australian release: **Not announced**



Square's forthcoming role-playing game is a pure-action RPG, chock-full of real-time battle scenes. Players can choose to play either Lou (a boy) or Mint (a girl), their selection determining how the central scenario will play out. The aim is to search for a magical artifact that has the power to make hopes and dreams come true. As Lou, an adopted child, the adventure has a more emotional spin, while playing as Mint, a princess whose right to rule was stolen from her by her sister, makes the game more comical. Hopes are high for a local release.

Made in Japan



After spending almost two years churning out sequels, this year's JAMMA arcade show saw Konami publicly admitting that the *Beat Mania* phenomenon is starting to wear a little thin. Surprising, since companies such as Namco, Atlus and Jaleco are only now jumping on the bandwagon. Even odder when vast numbers of *Beat Mania* machines can still be seen in constant use in the Akihabara district plus the news that *Beat Mania* is on its way to Australia with a big beat makeover.

That said, Konami is still looking to squeeze some last Yen out of the craze with their special *Dream Come True* version, showcasing the music of the Japanese boy band of the same name. Imagine Konami employing similar tactics over here — arcades would empty as the wailing of *Human Nature* drowned out all other sounds. There was even a special karaoke version introduced at Tokyo Game Show, enabling one person to sing while the other strutted their stuff on the little dance floor.

Scared yet? Wait until you hear about the new Hand Clapper controller that enables you to play by clapping your hands, saving you the bother of having to stand near the cabinet. The countdown to an Aussie release begins...

— Nicolas Di Constanzo

Dengeki Charts*

Top 5 — Readers' Favourites



1	Final Fantasy VIII	Square
2	Legend Of Mana	Square
3	To Heart	Aquaplus
4	Xenogears	Square
5	Persona 2	Atlus

Top 5 — Sales

1	SD Gundam Generation-0	Bandai
2	Minna No Golf 2	Sony
3	Powerful Pro Baseball '99	Konami
4	Dokodemo	Sony
5	Simple 1500 Series	Culture

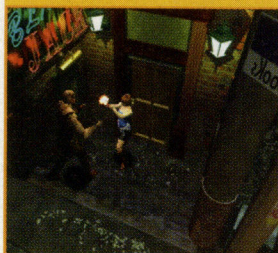
Top 5 — Eagerly Awaited

1	Dragon Quest VII	Enix
2	Ark The Lad 3	Sony
3	Chrono Cross	Square
4	Gan Turismo 2	Sony
5	Dragon Quest Character	Chunsoft/Enix

*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine.

Biohazard 3: Last Escape

Developer: **Capcom**
Japanese release: **Out now**
Australian release: **February 2000**



Capcom's third *Biohazard* game has sold over a million copies within a week of release. Fans are now desperately trying to finish it so they can be among the first to see *Mercenaries*, the bonus game that can only be accessed once you've completed the game. Can't wait for *Nemesis* to come Down Under.

Carnage Heart: Zeus 2

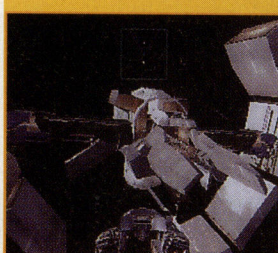
Developer: **Artdink**
Japanese release: **Out now**
Australian release: **Not announced**



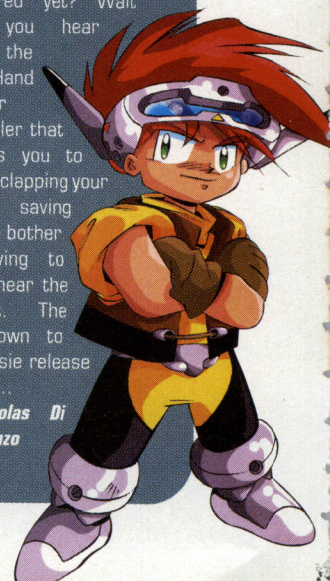
Carnage Heart's eagerly awaited sequel has finally hit the shelves of Akihabara. Set on Mars six years after the events of the first game, the original characters have been joined by a host of newcomers, including seven new types of OKE robot with interchangeable software and parts. It offers more possibilities than a box full of Transformers.

Star Ixiom

Developer: **Artdink**
Japanese release: **Out now**
Australian release: **February 2000**



Featuring one or two characters that look like updated versions of those from *Galaga*, Namco's cinematic, 3D space shooter features two very distinct modes of play. The first is a pure shoot 'em up while the ominous-sounding War Simulation Mode enables you to strategically plan all of your missions beforehand.



Crime Division

5. Right little

6. Left thumb

Name: **David J. Brownlow** Height: **178cm** Eyes: **Bloodshot**

Offence: **Fridge raider. Couch potato. Suspected late night phone sex line addict**

Distinguishing features: **Constantly sweaty left ear**

Crime Division

5. Right little

6. Left thumb

Name: **Manic Stryker** Height: **177cm** Eyes: **Brown**

Offence: **Manic remote channel surfer. Unashamed Barry Manilow fan. Vicious phone bill shirker**

Distinguishing features: **Blister on right thumb**

POLICE SERVICE

1. Right thumb

10. Left little

Name: **Melissa In** Height: **160cm** Eyes: **Distant**

Offence: **Convicted abuser of flatmates' CDs and magazines. Gross neglect of incoming phone calls**

Distinguishing features: **Constantly wearing headphones**

POLICE SERVICE

1. Right thumb

2. Right index

10. Left little

Name: **Tamara Ke** Height: **150cm** Eyes: **Green**

Offence: **Bathroom hog. Compulsive perpetrator of lengthy international phone calls**

Distinguishing features: **Heavily perfumed. Fake french accent.**

POLICE SERVICE

1. Right thumb

2. Right index

10. Left little

Name: **Mark Tesoriero** Height: **177cm**

Offence: **Drinks straight from the carton. Notorious murderer of telephone messages**

Distinguishing features: **Prominent milk moustache**

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[PLANET PLAYSTATION]

Right on track

A Ford, not a Subaru, will be on the cover of *Colin McRae Rally 2*, but there are more than just cosmetic changes in store, as producer Guy Wilday reveals to **Steve Polak**.



He might not be driving a Subaru anymore, or winning as many rallies at the moment, but rally driver Colin McRae is in it with Ford for the long haul. He has taken to the spritely Focus because he is known to like developing a new car with a new team.

And that is not the only change to take place in the sequel to *Colin McRae Rally*. Guy Wilday spun off a list of others: "We had a good long look at the game and there were quite a few changes we wanted to implement, different features that we couldn't get into the original game. We tried to improve just about every area of *McRae Rally*. We have enhanced the cars a lot, so that they now are composed of twice as many polygons and the detail is much better than the original game. We also visited the countries where the WRC rounds are held to get reference material so that we could make the stages look more realistic. Finally, we have tweaked the mechanics a little to make the cars handle more realistically. That is something we are really happy with. I think we have pushed the PlayStation pretty much as hard as you can."

Certainly having been lucky enough to play an incomplete version of the game, the first thing that comes to mind is how much better the whole production looks with the cars and tracks looking a lot more realistic. There are also some great weather effects, and the lightning looks superb.

Wilday's team got to go rallying with the Ford team in Spain, and Guy even got to go for a good hoon with Colin. So what was it like to go cutting through

the rugged Spanish countryside with the man who is known for his intense driving style?

"Colin drives at one hundred per cent all of the time. He wasn't backing off at all. His whole intention was to show me exactly what it is really like. It is just incredible; it is like nothing you can imagine. The cars are sliding and have partial traction the whole time, so you don't always go where the steering wheel and front of the car is going. This is just as well as the car thrashes about a bit and points in all sorts of funny directions at times."

Guy also adds that quite a lot of accurate Ford Focus data has gone into the game, and that this has helped his team come up with a more realistic rallying model for all of the cars in the game. The Ford team was so helpful that they even let Guy download test data from the Focus computer tracking system, data that many of Ford's competitors would have loved to get their hands on. They also recorded the Focus revving its guts out and as Guy says, "you can actually hear the engine bouncing off the rev limiter".

There have been some great general improvements, too. Cars now have aerials, and just like in *TOCA 2* you can see the driver happily working away at the wheel of each car as you hoon about the place. The physics model has also been revamped, and not only does the damage look much better, but car bumpers and spoilers can get knocked about and hang loosely off the cars as they zoom along. Guy adds: "We also have proper realistic wheelspin code in the

game, so when you take off from a standing start, the wheelspin you will get and the way the car slides is exactly like the real thing."

The team has also worked on the tracks looking like the real locations. As Guy explains: "There are now 10 countries to visit instead of eight, and although all of our tracks are fictional, they are based on the real country, but better for gameplay reasons. We still look to keep specific features in the game if they are a popular aspect of a track."

The *Colin McRae Rally 2* team are also busily putting a few hidden extras into the code for you to go hunting for. Certainly the prospect of some of the more powerful rally cars from the supercharged '70s being in the game is quite high. On this issue Guy couldn't be coaxed into making any definite conclusions except to say that the super powerful bonus car side of the game is... "Still under design at the moment, and we are looking at all sorts of unusual cars like the ridiculously overpowered rally beasts from the 1970s and early '80s."

Finally, when it came to the question on everyone's lips, Guy was predictably evasive. When probed about *Colin McRae* for PlayStation2, all Guy would offer was: "I cannot say anything officially. Obviously that is something we are looking at doing, but I cannot say more at the moment."

However, he did smile a lot, so perhaps it is a safe bet that the game will be a starter sometime next year. In the meantime, *Colin McRae Rally 2* will be finished around April 2000.

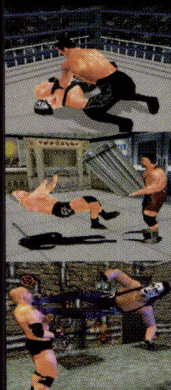
McRae and co-driver Nicky Grist worked closely with Codemasters, making sure even the tarmac was right.





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[PLANET PLAYSTATION]

on the periphery



DJ Station Pro

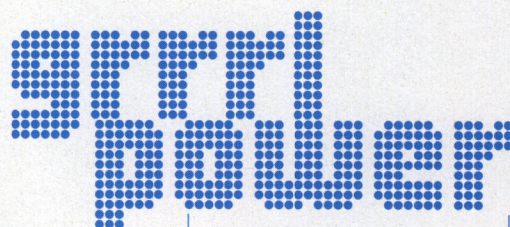
Konami's professional DJ controller for *Beat Mania* is a step up from the ASCII controller that will most likely come bundled with the game when it's released early next year. Built to perfectly match its arcade counterpart, the DJ Station Pro has a slick and professional look, keys that light up when you press them, headphone jack, and separate left and right volume controls. The turntable has an excellent feel, and allows very precise scratching, helping to improve your *Beat Mania* scores. Funky.

TOP
SECRET



PocketStation2™

The original PocketStation won't be released outside Japan, but this month *PSM* exclusively presents a top secret prototype of the PocketStation2, straight from Sony's design labs. The PocketStation2 portable funbox should be released in Australia for the launch of the PlayStation2 next Spring. It will plug directly into the PlayStation2's controller port to upload and download information. Lives were lost in the mission to recover this information and photo from Sony's Tokyo headquarters, such is our devotion to *PSM* readers and our commitment to revealing the latest news from around the globe. As you can see, Sony is going with a retro look for the PocketStation2, in keeping with the design of the new console. Technical specifications will be revealed in upcoming issues of *PSM*. Remember folks, you saw it here first!



The gaming hostess dreams of cuddling up to her very own PlayStation2 console.

Since the launch of PlayStation in Japan in 1994, it has been smooth sailing for Sony. Competitors like the Sega Saturn and Nintendo 64 have come and gone. Although it has a challenge on its hands with the launch of Dreamcast, most industry people agree that PS2 is, without a doubt, going to be a success. The same confidence hasn't been associated with the Dreamcast.

That's not to say it's been less than a



dream for Sega. Since its launch in Japan, the US and Europe, it has been selling better than anticipated, so it could prove a winner for Sega after its string of failures: the Mega CD, 32X and Saturn. The Dreamcast does have a decent games library at its disposal, but what of the hardware components? In all departments, the PS2 whips its butt.

Not that a great many Dreamcast fans would have you believe that. Whilst



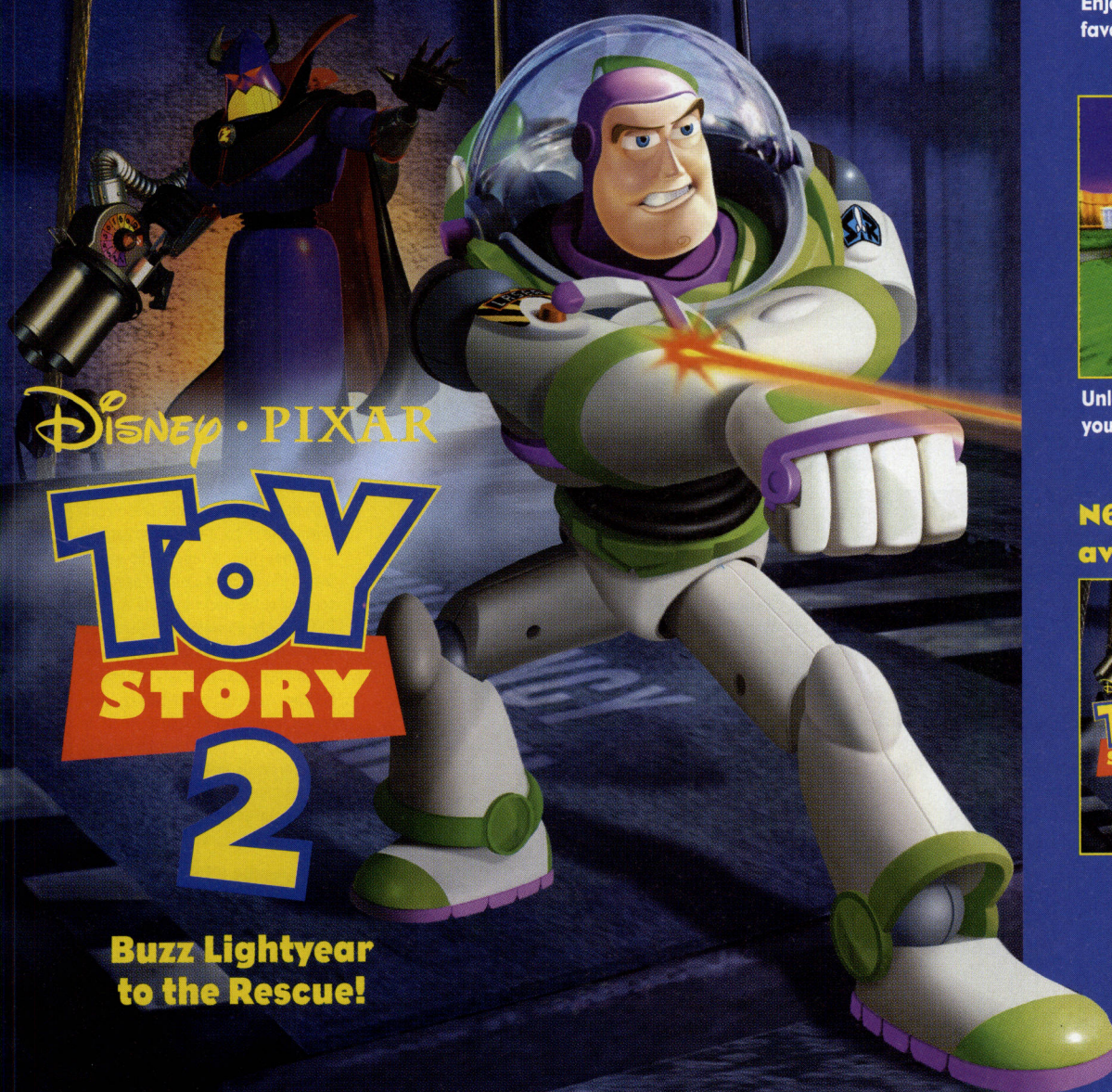
on a recent surf on the Net, I came across a community board featuring one person's ramblings about how fab the Dreamcast is in every which way compared to the PlayStation2 (which I doubt they've had a dabble with unless they were at the Tokyo Game Show). From comparing processors to peripherals, and funny that they didn't mention the PS2's built-in DVD capability, they were trying to 'cast' the PlayStation2 off as nothing more than an over-priced black box. Dream on...



PHOTOGRAPHY BY CATH MUSCAT AND GEORGIA MOXHAM

Buzz Lightyear is Back!

As space hero Buzz Lightyear, you've got your hands full. Your best buddy, Woody, has been kidnapped by a greedy toy collector and it's going to be an all-out race against time to save him. It's all up to you... Buzz Lightyear to the rescue!



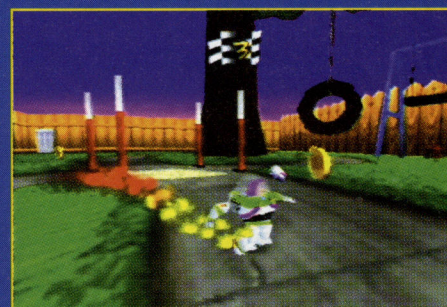
**Buzz Lightyear
to the Rescue!**



Spin, spring, somersault and bounce through 15 colourful, action-packed levels.

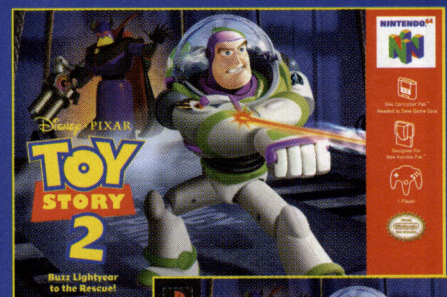


Enjoy fast and fun 3-D gameplay with your favourite characters from the movie!

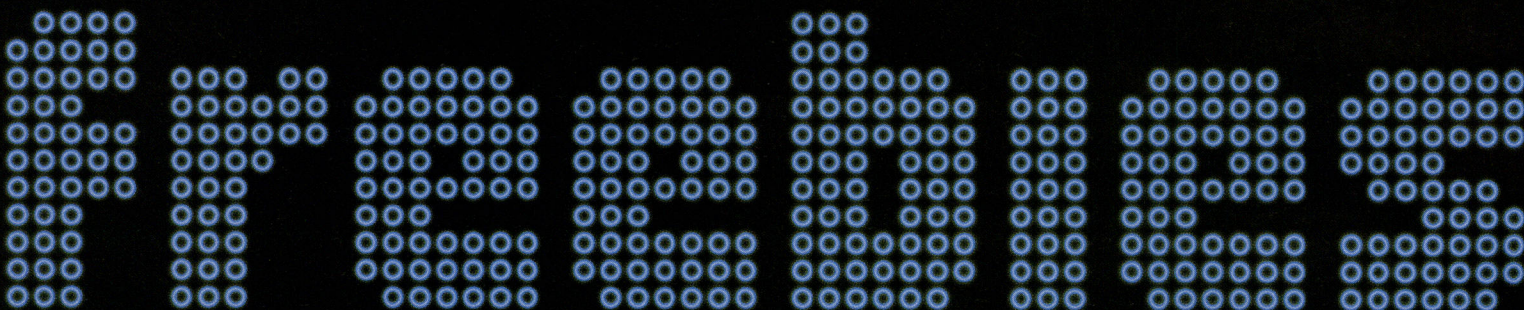


Unlock special toy accessories to complete your missions, like cool rocket jet boots.

**N64 version
available Jan 2000**

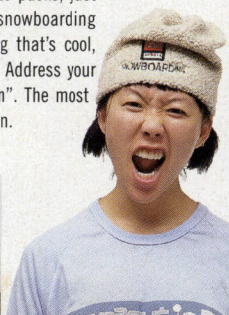


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Never Been Board

Yo! Dudes, this *MTV Sports: Snowboarding* beanie is 100 per cent warm and 100 per cent cool. Whether you're snowboarding at Perisher or whizzing down virtual slopes on your PlayStation, if you wear this beanie your cred will be higher than Mount Kosciuszko. The righteous folk at GT Interactive have given us two *MTV Sports: Snowboarding* beanies to give away, along with two copies of this fun and tricky snowboarder. To win one of the two prize packs, just make up your own snowboarding adjective for something that's cool, sick, gnarly, valid, etc. Address your entries to "Board Again". The most chucklesome entries win.



DVDelicious

Crikey, we're good to you lot. *PSM* and the folks at Sony and Columbia TriStar are giving one lucky reader the chance to win the latest in home entertainment, a Sony DVD player, plus 50 of the best DVD movies ever released. Turn to page 94 for details on how to win.



HOW TO ENTER



Get Shirty

Show you're a true fan by wearing your allegiance on your sleeve. This month *PSM* is giving away five highly desirable gaming T-shirts. You can't buy these in the shops, dear readers, so the winner will be the envy of dedicated PlayStation fans around the country. This exclusive prize pack contains a groovy *Bust A Groove* top, a seriously black *Silent Hill* number, hot *Grand Theft Auto 2* apparel, a blockbusting *Phantom Menace* shirt, and an ultra cool *Wipeout 3* designer tee. Show your true colours by writing to "Shirt Front" and telling us in 10 words or less why you're PlayStation's biggest fan.



COMPETITION WINNERS

RC Stunt Copter: Aaron Coustley (WA). Runners up: S.Wood (NSW), G.Edmonds (NSW), G.Kavanagh (SA), T.Barrett (Qld), S.Henry (NSW). **Metal Gear:** Shaun Dzikowski (Vic). **Wipeout 3:** Hugh Burger (Vic), Joshua Williams (WA), David Foster (NSW), Adam Luc (NSW), B. Zwarteveen (Qld). **Regurgitator:** David Burbidge (SA). **Soul Reaver:** Shaun Dzikowski (Vic). **Ultimate Seat:** Fawn Goodall (Vic), Steven Robinson (Qld), Michael Cormack (WA), Mitchell Laney (Qld), Janet Cheung (ACT).

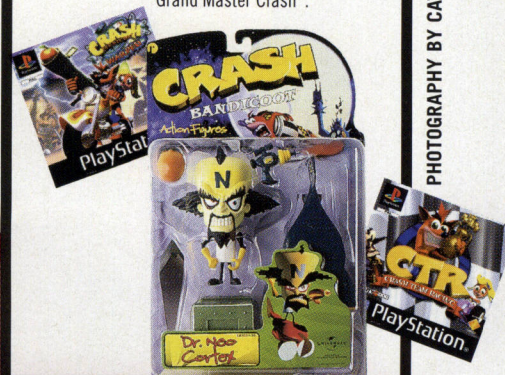
Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of a standard-sized envelope along with your name, address and phone number. Entries for all competitions close December 30, 1999 and winners will be published in the February 2000 issue of *PSM*. Good luck!

Cartman Get It

Soon there will be a trio of *South Park* PlayStation games on store shelves, a threesome rivalling the Three Stooges for merriment, laughs and intelligence. *South Park* the shoot 'em up has had gamers launching cows at each other for the past few months, and soon we'll see the madcap trivia game *Chef's Luv Shack* and wicked racing of *South Park Rally*. This month we couldn't resist giving the chance to win your very own fat ass. Fluffy Cartman comes with double chin and clearly unimpressed scowl. Acclaim has also come to the party offering *South Park*, *Chef's Luv Shack* and *South Park Rally*. You'll be able to launch yellow snowballs at your pals, challenge them to a trivia contest, and make them respect your authority. Just answer this: What's Cartman's favourite snack? A. Space Food Sticks, B. Vegemite on toast, C. Chupa Chups, D. Cheesy Poofs, E. Wallace and Gromit. Address your entries to "South Perk".

Flash Crash

Media superstar and all-round nice guy, Crash Bandicoot, now stars in not only three of the best platformers in the business, but also the best kart racer ever. What a flexible beast. To celebrate the release of the brilliant *Crash Team Racing*, we've got a copy of the game to give away, plus a copy of the genius that is *Crash Bandicoot: Warped*, both courtesy of the wacky funsters at Sony. But wait, there's more. We'll also throw in this great Neo Cortex action figure. Crash's maniacal adversary comes with his own way-cool rocket sled, ray gun, crystal, crate and of course, fruit! To win, construct a 10-word poem made of as many words that rhyme with Crash as possible. Write your entries on the back of an envelope and address to "Grand Master Crash".



PHOTOGRAPHY BY CATH MUSCAT

TO SAVE THE FUTURE, SHE MUST FACE HER PAST.

TOMB RAIDER THE LAST REVELATION™



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Get Flocked

Sheep: It's Bound to be Big in New Zealand

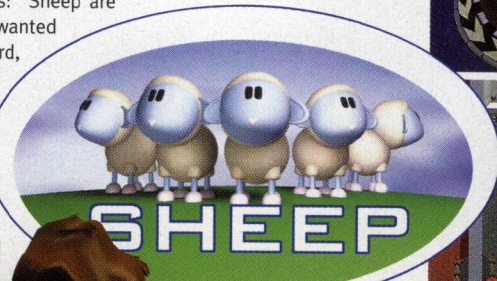
The PlayStation's first flock 'em up is herding our way. *Sheep* from Empire is a *Lemmings*-inspired puzzler that stars hundreds of the intellectually challenged woolly beasts.

Apparently sheep were put on Earth to study humans, but they ate the grass and smelt the flowers and forgot why they were here. You are one of four herders abducted by alien sheep and you need to negotiate four breeds of sheep through 16 varied levels of skill. Each level is a world unto itself and each breed has its own distinct herding characteristics.

"Each flock starts with 30 idiot sheep and to control them takes the patience, love and discipline of a school teacher," said designer Ben Everett. "You have several means of controlling the sheep including voice, stealth, brute force and power-ups, such as love and sheep treats."

Empire has spent much of the development time on the sheeps' "Artificial Stupidity". Everett explains: "Sheep are inherently stupid. We wanted them to be fairly easy to herd, yet retain a certain degree of idiocy — thus providing both challenge and humour. My favourite bit is herding sheep into the packing machines at the ice-cream factory."

Sheep is out soon.



Play with your food before you eat it.

Sony Not Square

EXCLUSIVE FIRST PICTURES OF SONY'S OWN FINAL FANTASY LEGEND OF DRAGON

After tantalising you with some tidbits in last month's issue, *PSM* brings you the first pictures of Sony's stunning new role-playing game, *The Legend Of Dragon*. The four-disc epic, which made its debut at September's Tokyo Game Show, is a massive adventure in the *Final Fantasy* mould that has so far taken 100 staff three years to develop.

The game's rendered movie segments are most impressive and have already won awards in a computer graphics competition. *PSM* had an exclusive peek at the in-game battle scenes and can report that they are almost as gorgeous, featuring 3D polygonal

characters battling it out in front of pre-rendered backgrounds.

The plot is set around 10,000 years ago in the Endiness continent, which is in the Tesfell dimension in case you were wondering, when a total of 108 life forms born of a unique tree named Shikiju decided to have a fight. They fought until only one species remained, the dragon. Then the humans got involved, as they generally do, and managed to defeat the dragons. Ten thousand years on *PSM* reckons the dragons are coming back for seconds.

Can *Dragoon* match the quality of *Final Fantasy VIII*? A daunting task indeed, but Square had better watch out.



Sony is in good shape as their Japanese wing takes on Square at their own game with *Dragoon*.

BYTES

Square's *Final Fantasy* title for PS2 will be on-line compatible when it arrives in 2001.

Criterion will be making a conversion of the fab sky-surfing game *Trickstyle* for PS2.

A press release regarding the acquisition of DMA Design by Take 2 contained a quote from Rockstar President Sam Houser in which he confirmed the existence of *GTA 3D* and *Online Crime World*.

Namco has announced interest in developing RPGs for PlayStation. A company called Monolith Soft has been set up, headed up by Hirohide Sugiura, formerly Square's creative head honcho.

JVC is ready to release a new shooting title, *Mighty Hits Special*, with 100 stages of hardcore G-Con action very much in the same field as *Point Blank*, with competitive, multiplayer gun play.

The Backstreet Boys have tied up a computer game deal. *Puzzles in Motion* is currently only on the Windows and Mac platforms, but there could be a PlayStation conversion if it proves to be a hit.

Activision has signed a three-year deal with Marvel Comics. Games for *Spider Man*, *Blade* and the soon-to-be-a-movie *X-Men* are on their way.

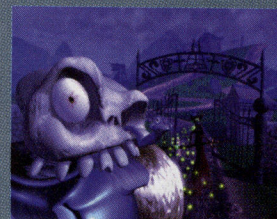
Lara Croft was voted the most popular game character in the 2000 edition of *The Guinness Book of Records*.

Evil Dead 2

RETURN OF THE LAUGHING DEAD IN MEDIEVAL II

Awoken after a century in his grave, Sir Daniel Fortesque heroically defeated an evil sorcerer and saved the land of Gallowmere from demonic forces. Returning to his tomb, the bony hero looked forward to a peaceful slumber. But he didn't bank on the popularity of his first PlayStation adventure, which guaranteed a sequel.

MediEvil II is set 500 years after the first game, during the reign of Queen Victoria in Ol' London Town. A ruthless industrialist has found a book of black magic and is using it to resurrect the dead and achieve world domination. The game features a host of new characters;



Sir Dan: back from the dead.

a huge armoury of weapons including broadswords, axes, crossbows and a gatling gun; the ability to use two weapons at once; and more puzzles. It is due for release in Autumn 2000.





Foo Fighters

"Did you just shoot me, dude?" Enquires Dave Grohl, former Nirvana sticksman and lead singer of the Foo Fighters. PSM shrugs... Let battle commence.

PSM sits with two large men who are focused intently on the thrills and indeed spills of *Wipeout 3*.

"For the first record, we had 2097 in the studio and it just became obsessive," says one of the large men, Foo Fighter Dave Grohl. "That one was really cool because there was a Prodigy track on it that we were really into. We didn't have the CD so we'd just put on the game and play while listening to the song."

Player two's ship shoots over the finishing line... Leaving PSM to limp home in second place.

"C'mon man!" yells Dave. "Making me wait around..."

Unbelievable. It seems Dave really has played this before, but PSM puts its defeat down to a touch of nerves, and throws down the gauntlet a second time.

"Okay, let's go again." Dave adopts the stance. "Shooting is circle, right? You know what game I really got into? Ahhh... Goddammit! What was it? The one where you're a spy?"

Gex: Deep Cover Gecko? Offers PSM.

"It was a really hot game and it was like, the best

The bout begins and PSM quickly gets the upper hand.

"C'mon Dirty... You can do it. Ohhh... Gettin' my ass whupped. Raekwon just whupped ya. Get up, Dirty, you lazy son of a bitch."

You've got to wonder whether he'd let the Wu-Tang Clan get their hands on one of the Foo's tracks and perform remix duties.

"Well, I don't think it's a good idea to take rock music and turn it into dance music – a) Because it has become so clichéd, it's just another way of cashing in, and b) Rock music should be played by rock musicians, it shouldn't be done with decks and computers."

Politely forgetting Grohl's own remix of one Puff Daddy song, PSM unleashes a devastating combo that leaves Ol' Dirty Bastard inspecting the deck.

"Oooohhh... My God that was quick. Wow, you're really good at this... Let's try something else. I like spacey, flying, driving, car games."

The bag is dry. Damn. Um, how 'bout *Quake II*?

"Yeah sure," he shrugs. "You know I reckon it's time someone came out with a skeet shooting game."

and then there was Atari," he says, before getting distracted by the joys of *Quake II*. "Don't suppose I can walk through the oozing green slime can I?"

Erm, probably not wise, suggests PSM, a split second before the on-screen space marine starts howling.

"Oh get out! You piece of... Oh, you can jump! That was kind of cool!"

Meanwhile, PSM pulls out its chain gun and rattles a hundred rounds into the rear end of an unsuspecting Grohl.

"Videogames when we were kids were kind of a status symbol. Cool kids got Atari and when it first came out it was definitely a big deal."

What, the one with the walnut trim?

"Yeah! I still have all those games. But everything was square and looked like *Pong*, except with people. Arcade wise, *Galaga* was always my favourite. I went to this Catholic school for two years and they had this arcade and there was *Galaga*. I spent every last quarter I had in that machine."

So it's *Galaga* and punk rock that shaped the young Grohl, yet these days such primitive things have been

"Videogames when we were kids were kind of a status symbol. Cool kids got Atari and when it first came out it was definitely a big deal."

one they'd ever created..."

PSM fires a shot straight across the Foo bows and turbo charges past Grohl into the lead.

"Ahhh, no! It was a full-on Japanese kind of trip. There was this nuclear-power machine thing and it was up to you to save the world..."

Metal Gear Solid?

"Yeah! I love that game. I was so into it."

Meanwhile, PSM notches up a point to draw the match level. Time for a change of game.

"Is this the Wu-Tang Clan?" asks Dave.

This is indeed the Wu-Tang game. *Taste The Pain*, no less.

"I'm not really down with fighting games. I'm all about peace and love. Is Ol' Dirty Bastard in here?"

But of course.

"What a kook! Are we fighting each other? It's weird that the Wu-Tang Clan have made a game where they're fighting each other. I wouldn't do that. Not with my own band mates. It makes me sad."

Skeet shooting?

"You know, fire dishes in the air and shoot them down [*Clay pigeon shooting – Ed*]. I'm in a league at home and need to practice."

It should surely come as no surprise that one of Grohl's hobbies is shooting down (ahem) flying saucers – after all he has had a long and intense relationship with the world of sci-fi. The Foo Fighters themselves were named after crack squads of fighter pilots that used to scour the skies looking for UFOs in the 1950s.

"I haven't seen the new *Star Wars* though. I've seen the original films about 6,000 times, but there's something about movies that are based on CGI that burns me out. Like, if I go see a movie I want to make sure that I'm watching a movie and not something that has been generated by a machine. Jar Jar Binks really threw me off. Freaked me out."

Like most kids growing up in early '80s America, Grohl has been dabbling with videogames for years.

"First there was *Pong*, and then there was *Pac-Man*,

replaced by state-of-the-art videogames and the more melodic fire of the Foo Fighters.

"I think it all happened in the '90s. Here are all these people that went through this amazing revolution that was underground punk rock, but they kind of missed singing. They missed making songs that were sort of pretty, and eventually the two just kind of morphed together."


The final challenge awaits. A game that requires both intense concentration and consummate skill. It is, of course, *Anna Kournikova's Smash Court Tennis*.

"Oooohhh," exclaims Dave, "Don't think I've played a tennis game besides *Pong*."

You're in for a treat... PSM serves straight down the line, aching our opponent.

"Owww. Who's that bitch?"

The final score? 4-1 to PSM. Game, set and match.

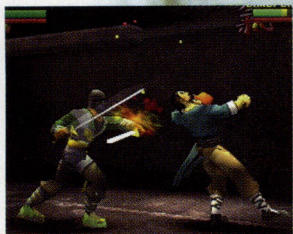
The much-anticipated third album *There Is Nothing Left To Lose* in stores now. See page 96 for a review. 

The pressure of the competition shows, and Mr Foo turns to PSM for advanced coaching. He certainly needs it. But PSM gracefully refuses a *Drum Mania* re-match.



"I'M NOT REALLY DOWN WITH FIGHTING
GAMES. I'M ALL ABOUT PEACE AND LOVE."

DAVE GROHL, FOO FIGHTERS

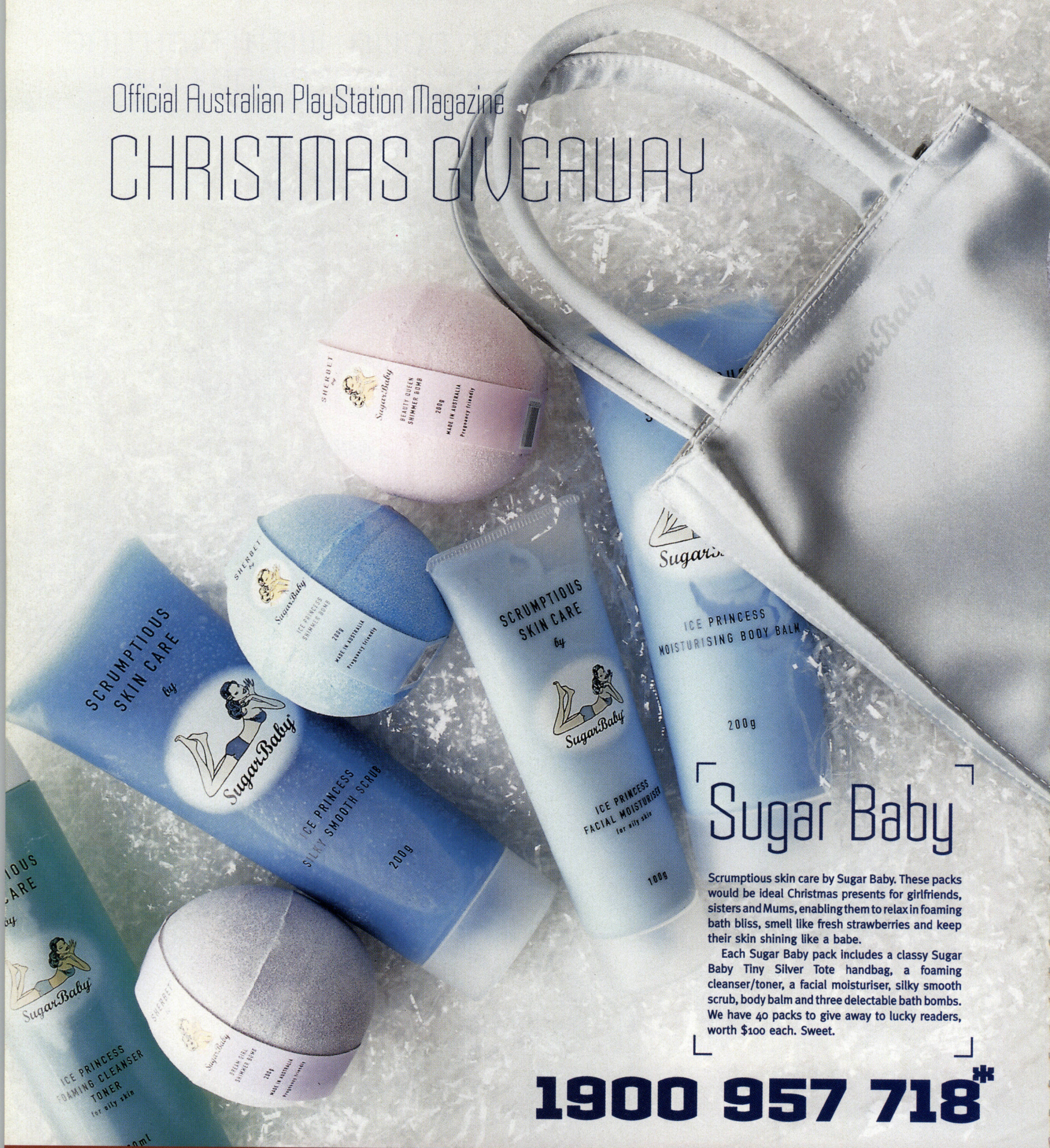


The gauntlet is laid down. From the top then, *Wu-Tang: Taste the Pain*, *Wipeout 3*, *Quake II*, and *Anna Kournikova's Smash Court Tennis*.



Official Australian PlayStation Magazine

CHRISTMAS GIVEAWAY



Sugar Baby

Scrumptious skin care by Sugar Baby. These packs would be ideal Christmas presents for girlfriends, sisters and Mums, enabling them to relax in foaming bath bliss, smell like fresh strawberries and keep their skin shining like a babe.

Each Sugar Baby pack includes a classy Sugar Baby Tiny Silver Tote handbag, a foaming cleanser/toner, a facial moisturiser, silky smooth scrub, body balm and three delectable bath bombs. We have 40 packs to give away to lucky readers, worth \$100 each. Sweet.

1900 957 718*

TERMS & CONDITIONS

1. Information on how to enter forms part of the terms and conditions of entry.

2. Entry is open to all residents of Australia. Employees and their immediate families of the promoter and its agencies associated with this promotion are ineligible to enter. To enter, consumers must call 1900 957 722 for Designa Accessories Watches, 1900 957 718 for Sugar Baby Skin Care Packs, 1900 957 719 for Electronic Arts Games packs, 1900 957 720 for cK Calvin Klein Sunglasses, 1900 957 721 for The Phantom Menace

games. Calls cost 50 cents. Mobile phones may attract a higher rate.

3. The judges' decision is final and no correspondence will be entered into. Prizes cannot be transferred. Prizes cannot be redeemed for cash. Any change in the value of the prize occurring between 01/12/99 and the date the prize is claimed is not the responsibility of the promoter and the difference in prize value will be the responsibility of the winner. Prize values mentioned are the recommended retail

value as provided by the supplier and are correct at the time of printing.

4. Winners will be selected randomly. Allocation of Mambo Watch styles from Designa Accessories will be a random allocation.

5. The total prize pool valued on 27/10/99 is \$8,327.20 and consists of 2 Mambo watches, style 727P2, \$181.00 RRP (\$362.00); 2 Mambo watches style 720P2, \$171.50 RRP (\$343.00); 2 Mambo watches style 668P2, \$171.50 RRP (\$343.00) – all watches from Designa Accessories (total

Electronic Arts



EA has a swag of hot games this Christmas, including *Xena: Warrior Princess*, *Hot Wheels Turbo Racing* and *WCW Mayhem*.

Xena gives players the chance to control the Warrior Princess in fantasy worlds full of strange beasts and monsters.

In *Hot Wheels Turbo Racing*, EA offers courses that mimic the plastic tracks of those wonderful toys, including loops and corkscrews.

WCW Mayhem offers over 50 pro wrestlers to control, flashy graphics, fast action, and a host of moves.

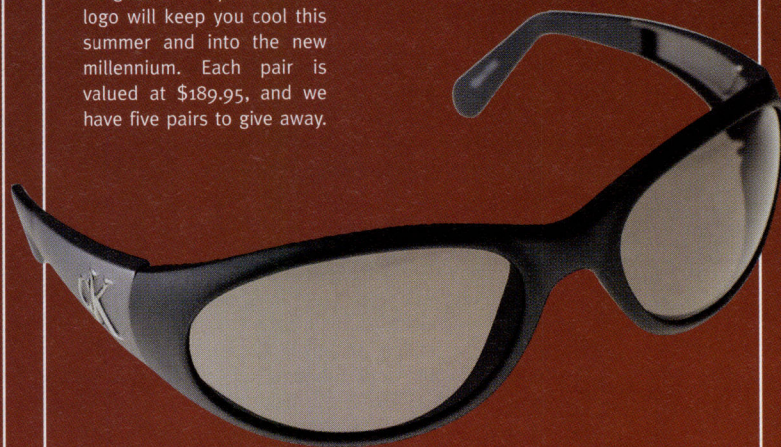
We have five \$270 Electronic Arts prize packs to give away, each containing a copy of *Xena*, *Hot Wheels* and *WCW Mayhem*.

1900 957 719*

Calvin Klein

These great cK Calvin Klein sunglasses are inspired by performance. Trendy, fun, and unbelievably cool, the look is cyber-sleek.

These cK1008 pulled wrap sunglasses with prominent cK logo will keep you cool this summer and into the new millennium. Each pair is valued at \$189.95, and we have five pairs to give away.



1900 957 720*

Star Wars: Episode 1 The Phantom Menace



The Force is Strong in this one.

Star Wars: Episode 1 The Phantom Menace is one of the year's biggest PlayStation games. It's also one of the most thorough and accurate film to game conversions ever conceived, scoring 9/10 in *PSM* 23. Players get the chance to control Obi-Wan, Qui-Gon, Queen Amidala and Captain Panaka through a massive adventure following the plot of the film. You interact with dozens of other characters, face challenging puzzles and battle enemies like battle droids, mercenaries and the evil Darth Maul.

The game costs \$89.95 and we have 11 copies to give away to readers.

1900 957 721*

Mambo

Mambo watches offer future technology today. These cool men's watches are ideal for sports-loving blokes. They are 100-metres water resistant, with stainless steel backs and 3mm crystal lenses, and come with a three-year warranty.

We have six of these fab-looking timepieces to give away. There's the 720P2 which costs \$171.50 and has an attractive khaki face, date and 24-hour time; the 727P2 which has a green face, digital functions, Aftaglow nightlight and costs \$181; and the 668P2 which has a graphite face, date, 24-hour time and costs \$171.50. All watches come in a funky all-purpose tin.



1900 957 722*

***Maximum call cost 50 cents. Mobile and public telephones extra. If you're under 18, please ask your parent's permission first.**

\$1,048.00); 40 Sugar Baby Skin Care packs, each pack contains 1 Silver Tote, \$25.00, 1 Foaming Cleanser/Toner, \$14.95, 1 Facial Moisturiser, \$14.95, 1 Silky Smooth Scrub, \$14.95, 1 body balm, \$14.95, 3 bath bombs, \$14.95 for set of three (total \$3,990.00); 5 Electronic Arts Game packs, each pack contains a *Xena: Warrior Princess* game, \$90.00, *WCW Mayhem* game, \$90.00 and a *Hot Wheels Turbo Racing* game, \$90.00 (total \$1,350); 5 pairs of cK 1008 Calvin Klein sunglasses from General Optical, \$189.95 (\$949.75); 11 *Star Wars: Episode 1 The Phantom Menace* games from PlayCorp, \$89.95 (total \$989.45).

6. Promotion commences 01/12/99 at 12.01am. Entries close 15/12/99 at 11.59pm. The draw will take place at Information Dialling Services Pty Limited, 61 O'Riordan Street Alexandria NSW 2015 at 11.00am on 17/12/99. Judges' decision is final and no correspondence will be entered into.

7. All winners will be notified by mail and their names will be published in the February issue of *Official Australian PlayStation Magazine* on sale 26/01/00. Winners of prizes over the value of \$100.00 will be published in *The Australian* on 22/12/99.

8. The promoter and their associated agencies and companies shall not be liable for any loss or damage whatsoever (including but not limited to direct or consequential loss) or personal injury suffered or sustained by the prizes or in connection with any other prizes. They will take no responsibility for prizes damaged in transit.

9. The promoter may conduct such further draws at the same place as the original draw as are necessary on 01/05/00 at 11.00am in order to distribute any prizes which remain unclaimed by that date, subject to any written directions given under Reg 37 of the Lottery and

Gaming Regulations 1993 (SA) and Reg 10 of the Art Unions and Public Amusements Regulations 1992 (Qld).

10. All entries become the property of the promoter. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future promotional, marketing and publicity purposes, unless otherwise advised by the entrant.

11. The promoter is ACP Publishing Pty Ltd of 54-58 Park Street, Sydney NSW 1028. A.C.N 053 273 546.

12. NSW TC99/10042; VIC 99/3280 issued 03/11/99; SA 199/3722; ACT TP99/1710; NT99 3148.



Coming down the mountain

Australian Champion Mountain Biker Sean McCarroll talks about having No Fear.



Downhill mountain bikers are a rare breed. At 22, Sean McCarroll is a veteran of the international scene. He is the current Aussie Champ and ranked number 11 in the world.

PSM found this 'extreme' adrenaline junkie is as enthusiastic when it comes to the new *No Fear Downhill Mountain Biking* game as he is with the real thing. McCarroll travels the globe to compete, but the thrill of hurtling down the side of a mountain while negotiating vertical drops is reason alone to become a downhill biker.

No Fear has given McCarroll a new hobby though, and he hopes it will also help lift the profile of the sport.

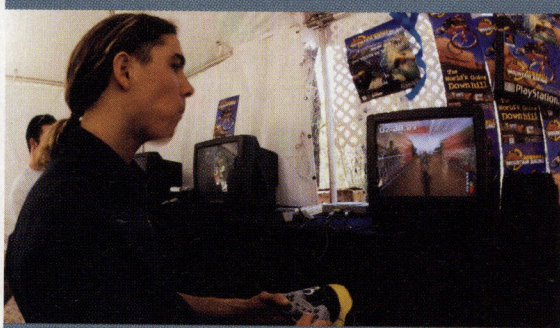
"There are big jumps and as you progress through the game your bike gets better," said the young champ. "Your suspension improves so you can hit jumps and over-jump corners at speed. Your reactions have to get a lot quicker, too. It's not like doing the 'real-real' thing but it's pretty close as far as a videogame goes — especially with the handlebar view."

With McCarroll's gruelling training schedule, he rarely gets to play his PlayStation, but he says this will change with *No Fear*. Not only that, he reckons that this is a game that mountain bikers everywhere have been looking forward to and they will be seriously impressed. He also pointed out that the bikes in the game are based on real models, including the very model that he competes on.

With the nature of the sport and its enthusiasts, this game is unlikely to replace the real thing. But with an endorsement from one of the world's best, it's looking as though it'll be realistic to say the least. McCarroll does have one gripe, though — he wishes he was a playable character!



PSM Editor Rob Pegley in action. Just kidding... It's fearless McCarroll.



McCarroll is almost as good with a joystick as he is with a set of handlebars.



DUMMY SPIT

SHOW YOUR CREATIVITY, SAYS RICHIE YOUNG...

Ever had the feeling that you've seen something before? You've just bought a game that looks good, rushed all the way home to play it, but once you've switched on your PlayStation you're utterly disappointed. Games should be about originality.

I bet that at least once you've been in a level of a game and suddenly had an overwhelming feeling of déjà vu. You think, "I've been here before, but I've never played this game..." More than likely someone decided to steal creative ideas and pass them off as their own.

My blood boils when I think about fools who work under the pretence that they are professionals when they're only capable of riding on someone else's back. Anyone will quickly realise which is the inferior product and see the obvious difference in quality. A slap-together job just doesn't cut the mustard anymore. I don't understand how people that blatantly copy ideas can sleep soundly each night.

Think of your own ideas!

Grand Adventure | Another massive role-playing epic coming soon to Australia

Grandia was a much-hyped role-playing game for Sega's ill-fated Saturn that was going to sweep away all other adventure titles with its massive, immersive plot. Now it is back from the dead and coming soon to a PlayStation near you. It should be more than enough to satisfy role-playing fans frustrated at the small number of RPGs released here.

The game features a world split in two by an ancient race of creatures who have since bugged off and left the planet. In the world they left behind, humans have grown into a mighty civilisation on one side while horned, feral beasts populate the other. In the human

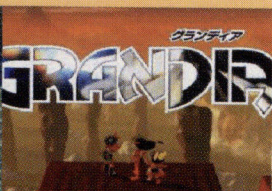
side, a corrupt general named Bahl is collecting magical items, which will lead him to a secret city and untold power. You take the role of Justin, a 15-year-old boy who discovers it's his destiny to stop Bahl with the help of his two buddies.

The graphics hardly rival *Final Fantasy VIII*, but the huge maps and complex fighting system should keep even the most hardcore role-playing fan battling and exploring for weeks. There are three continents and more than 20 different environments to wander around, plus 17 major characters to interact with.

The game should be released in February.



Justin doing the Leyland Brothers.



Role-playing on a grand scale.



There's a big cast of characters.

Have a Smurfin' Good Time

MORE CHANCES TO LIVE OUT YOUR FANTASIES

The Belgian blue beasties are back. Never seen before on the PlayStation, the Smurfs' popularity in Europe remains as strong as ever. But can they make it over here? Producer Anne-Christine Gasc assured us they can. The game features all the favourite Smurfs, including Papa Smurf, Brainy Smurf and Smurfette. Players control Hefty Smurf in a bid to rescue Baby Smurf from the evil Gargamel. He has to fight his way through dark caves, icy plains, snowy mountains, diamond and coal mines, barracuda-infested moats and challenge Gargamel in his castle. "*The Smurfs* is the first PlayStation game designed specifically for four- to seven-year-olds," said Gasc. "It enables a beginner to understand the various concepts of gaming."

"A special feature is the interactive Baby Smurf that you have to take care of (*Tamagotchi* style) by feeding, bathing and playing with it in order to keep it happy. If you don't, it'll burst into tears and throw a little fit." *The Smurfs* should arrive before Christmas.



LET'S GET READY TO RUMBLE



"READY TO RUMBLE
WAS ARGUABLY
THE GAME OF
THE (E3) SHOW
ACROSS THE BOARD
-DREAMCAST.IGN.COM

READY 2 RUMBLE BOXING

SALUATUA

STALKED BY HARPOON-TOTING WHALERS

VS.

AFRO THUNDER

THE BIGGER THE 'FRO, THE HARDER THEY FALL

IN-GAME ANNOUNCEMENT BY ★ MICHAEL BUFFER ★ THE VOICE OF CHAMPIONS™

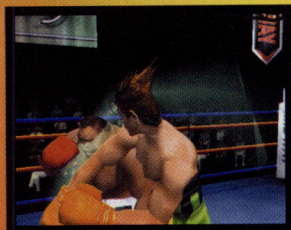
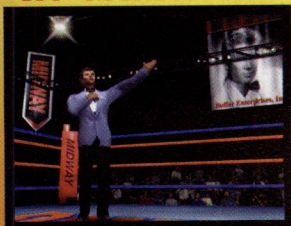
**16 TOTALLY FUNKY FIGHTERS
READY 2 GET DOWN & GET IT ON!**

**HIDDEN COMBO MOVES FOR
CRUSHING PUNISHMENT!**

**"RUMBLE POWER"
UNLEASHES EXTREME MOVES!**

★ AN ARSENAL OF TAUNTS & VERBAL ASSAULTS ★
LOW BLOWS, LUNGING HOOKS, OVERHEAD PUNCHES & MORE!

ARCADE, CHAMPIONSHIP AND TRAINING MODES • CREATE AND SAVE YOUR IDEAL BOXER



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TOWARDS 2000

Stuart Clarke speaks to Sony Computer Entertainment Australia's Marketing Manager Andres Vejarano about the PlayStation's year in review, Sony's new adventurous campaign, and how they feel about Sega's Dreamcast.

How has 1999 been for PlayStation in Australia?

AV: 1999 has been another big year. It's a year that has seen the PlayStation reach more and more homes – we've now achieved just under 1.3 million sales in Australia. Over the world, 60 million PlayStations have been sold, so it's a very, very popular system.

The year has seen some big releases and some more are being released just before the year ends. PlayStation gamers will soon be able to enjoy *GT2*, *Crash Team Racing*, Lara's out again for Christmas in *Tomb Raider 4*, and of course, there's been some great games through the year such as *Driver*, *Metal Gear Solid*, *Syphon Filter* and *Dino Crisis*. Games like these have made the PlayStation popular – a big and rich catalogue of games across a variety of different genres, so that the gamers have a lot of choice.

The other thing is the Platinum range continues to be very strong, and it's important to really bring out those best-selling games at a reduced price, to re-invigorate and excite the whole idea of gaming and to bring these games to a whole new audience.

PSM: How are you keeping people excited/interested in the PlayStation?

AV: As a brand, PlayStation has continued to grow large, and sometimes when you grow large you lose your spirit, but we believe that the whole gaming experience maintains the excitement of PlayStation. We just launched the 'Mental Wealth' campaign across Australia. The 'Mental Wealth' campaign is looking at the whole idea of experiences and where things are going in the future. A lot of it comes from things we know our target market, and youth, is interested in.

As we go into the new millennium, there's all these questions about what is wealth, what is the meaning of our existence etc, and without being too deep or philosophical, in the greedy 1980s wealth might have been considered monetary but in the 1990s and going into the millennium, wealth is about what you experience and the experiences up in your head. That's really what wealth is about – a wealth of experience. What the 'Mental Wealth' campaign tries to communicate is that PlayStation

really offers a gateway to a lot of experiences that enrich your life.

PSM: It's an adventurous campaign in that it doesn't feature the product. Who is your main audience?

AV: I think any piece of communication about a particular product or brand is aimed at a wide audience. The core gamers will have a closer read on it than the newer gamers would. The message is meant to be for everyone out there, but we'd say that the loyalists who are used to the way we market and talk will be able to get it more quickly. It is subtle and it's nothing like typical videogame advertising and marketing. It's all about your empowerment – we don't feature any game footage, we're very subtle about the branding – it's really a celebration of an idea and that's how we wanted to communicate it.

It is adventurous, but I think advertising can become very bland. Particularly when PlayStation has broken so many sales records and won lots of people who previously didn't think about videogaming. This is like breaking outside of the gaming category, making it a part of broader entertainment. It means that our advertising has to be disruptive, it has to be challenging, it has to be different, because it really is an extension of the excitement that PlayStation offers.

Some people would have seen the spokesperson for the commercial, her name is Fifi. Some people have called her a "cyber chick". She's an interesting character and lots of people want to know is she real or computer generated. I won't tell you that – you can keep on guessing. But the main thing is that she's a challenging, provocative figurehead and a reflection of where we're going. We're heading into uncharted waters as the PlayStation2 gets ready to launch next year.

PSM: Are most ads done locally?

AV: Australia has always been considered as a lead country in regards to PlayStation, both with popularity – one of the largest per capita ownership in the world – and with advertising. I guess being on the other side of the world, we're pretty independent and we've given the opportunity to express a really Australian feel to the advertising. The most obvious example is the Platinum campaign, the "would you?" ads. The whole idea was

conceived here. The *Wipeout 3* postcard was also done here – that was a grassroots activity following on from the *Wipeout* nightclub campaign we ran in some of the major cities. That was a great piece of creative done by our local agency. Another one was for the launch of *Syphon Filter*. We did some print ads in men's magazines (like *Ralph*) and they were scented ads like those for fragrance/perfumes. When you first see the ad it looks like an ad for men's fragrance, there are subtle hints with the PlayStation shapes, but when you peel it back, rather than smelling something wonderful, you get a whiff of something rather disgusting and it says, "You're Dead, You've just released the *Syphon Filter* virus". It then directs them for more information to the Web site.

The other medium that Australia is leading in is the Net. We've been a lead country in using the Net as a marketing and communication tool. We've run quite extensive campaigns because we find it's a really good way of getting one-on-one with gamers, and it's good for giving back stuff, like screen-savers, downloads, wallpaper.

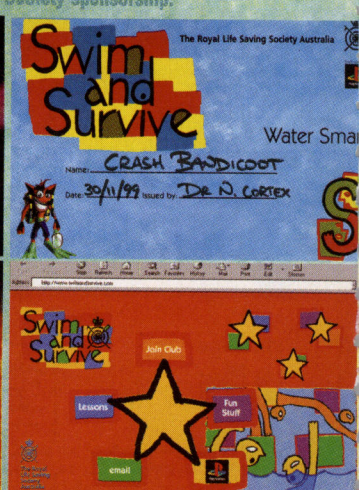
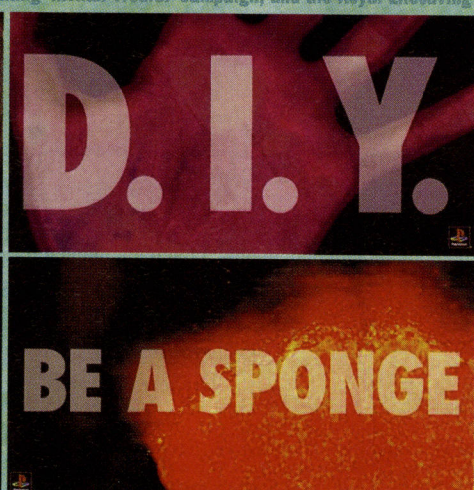
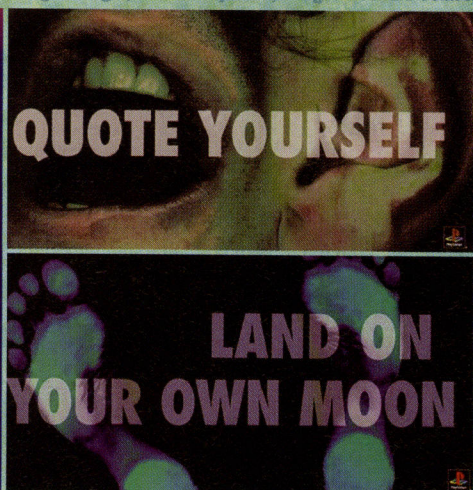
PSM: What else are you involved with at the moment?

AV: We've recently sponsored the Royal Lifesaving Society, predominantly in the area of teaching young kids how to swim. We thought that was a very important program, very beneficial for young kids in Australia, so it was our way of giving back. Another exciting thing happening in Sydney is that we're part of the Sony Style shop in the new Fox Studios. Sony Style is a concept store that features upcoming product, as well as the current product across the Sony group of companies.

PSM: Finally, was the new PlayStation campaign planned for the Dreamcast launch period, and how do you see the threat of Sega's new console?

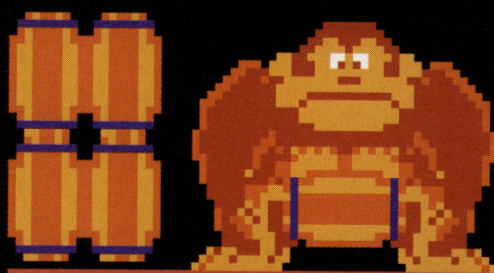
AV: Any competitor means that the gamers stand to win because there's more choice. We welcome the Dreamcast as it will add a new dimension to a PlayStation-dominated market. Good luck to them when they launch. With regards to 'Mental Wealth', that was always going to be an annual update to the PlayStation brand. It coincided roughly with the Dreamcast's launch in Europe, but it really is just an update campaign to show what the PlayStation's all about.

Sony Computer Entertainment's Marketing Manager, Andres Vejarano, Images from the confronting 'Mental Wealth' campaign, and the Royal Lifesaving Society sponsorship.





Fifi won't be the next *Playboy* bunny, but she is eye-catching.



JUMP FOR JOY 4

THE BEST PLATFORM GAME EVER

A tough job, but someone had to do it... Who takes the trophy for the best platformer? Mike Wilcox announces the winner.

storyline

character

eye candy

level design

challenge

40 Winks



A clever concept that sees the main characters heading off on an adventure within their dreams, to try and rid the world of nightmares.

9

This game is maxed up to the 'sleepy eyeballs' with some delicious looking graphics.

10

The levels are huge with lots of attention to detail, and the non-linear style gameplay offers a real sense of 'freedom to roam'.

7

Underneath this fresh coat of paint, is still your basic platformer as a primer. But it has plenty of features to keep you busy.

7

40

Spyro 2



Our firebreathing hero heads off on holidays, but some time portal wires become crossed, and he needs to save the day, again.

7

Spyro has supposedly grown up some since the first game. And through the addition of some cool new tricks 'n' moves he can perform, this could well be true.

8

There's a bunch of new and improved special effects over the first version, and all this without so much as a drop in the 30fps we've all come to expect these days.

9

Lose ounces, even pounds around the waist from all the running, flying, swimming and climbing you need to do to get through the 30-plus huge levels that await you.

9

Battling bad guys, playing mini games, oh and collecting all those gems is more than enough to let your dinner get cold over.

8

41

Crash Bandicoot: Warped



Not wanting to tamper with the last two *Crash* titles, this adventure sees Crash back to face his old arch-rivals, as the story picks up nicely where the last one finished.

8

Crash could well take out the "Mascot of the year award", but wait what's this? Crash's sister — Coco joins in the action this time around, and gets to do some pretty cool things too.

10

There's not quite the jump in graphics we saw from the original to the previous title, but that Naughty Dog crew has still managed to squeeze some amazing effects out of the old grey box.

9

Thankfully the developers decided it was time for some changes. So there's much more variety in levels and gameplay than just breaking boxes and picking fruit.

8

New styles of gameplay not only develop a sense of worthiness, but also a need to develop brand new skills to get through the harder levels.

8

43

Ape Escape



The 'mad-professor-time-machine-all-going-wrong' type plot might not be original, but the cast and crew keep your attention.

8

Spike won't take out "Mascot of the year award", but that doesn't mean he's not a joy to control. The all-new use of the analog controller is implemented superbly.

8

It's just as much fun to watch someone else playing, so you don't miss out on all the subtle details and smoothly animated characters.

9

A rubber elephant stamp for top-notch level design, featuring a sensible learning curve that instils a feeling of progression.

10

Without a doubt the funkiest feature is the 'compulsory' use of an analog Dual Shock controller, which introduces a net full of new ways to play with groovy gadgets.

10

45

Oddworld: Abe's Oddysee



A refreshing tale of escape and rescue unfolds to reveal a plot truly worthy of a blockbuster motion picture. Clever use of the character's emotions through 'gamespeak'.

8

Abe and his Mudokon mates are so ugly, yet so cute, then so human-like... You can't help but love each and every one of them. And as for the bad-dies, well even they're strangely endearing.

8

The graphics are truly a sight to behold, and the spicy cinematics blend seamlessly into the gameplay.

9

This super-charged 2D 'side-scroller', features multiple ways to solve puzzles, non-linear levels, secret areas, and multiple endings... What more do you want?

8

Two hands full of buttons and combos to master, and masses of puzzles to solve. Watch out though, some of the puzzles can get a bit chewy!

7

40

Gex: Deep Cover Gecko



The lizard of 101 disguises is back to whip his tail into yet more of the same sort of adventuring gameplay he's become known for.

7

Back with his sharp tail and sharp-witted tongue to match, Gex again goes about exploiting as many pop culture clichés as he can. He soon gets a bit tedious, though.

6

There's definitely no shortage of colourful backgrounds, sharp detailed characters, and special effects, possibly to the point of overkill in some places.

7

While the levels all have different themes, there remains an awkward sameness about them. Suggesting more effort was spent on how they look, instead of how they play.

7

Gex isn't the trickiest of games to get through, but the added boost in variety of tasks helps make up for this.

8

35

the **BEST** platformer ever!



BABE WATCH

Baywatch beauty and star of *Gex: Deep Cover Gecko*, Mariece Andrada, is this month's *PSM* game girl.

Name: Mariece Andrada

Age: 27

Occupation: Professional model/actress

Born: 22 August 1972, in Manteca, California

Now Lives: Los Angeles, California. Mariece moved to Hollywood the day she graduated from California State University.

Height: 170cm (5'7")

Hair: Blonde

Eyes: Blue


Personality: Adventurous

Big Break: Soon after arriving in tinseltown, Mariece was hired as a cheerleader for the Oakland Raiders. They're like celebrities in the US, apparently, with the added appeal of big pom-poms.

Experience: Acting debut in 1996 on cable television, quickly followed by landing a dream job on *Baywatch* in 1997 as lifeguard and part-time brain surgeon, Skylar Bergman. Mariece has been *Playboy* 'Playmate of the Month', but of course the highlight of her career so far has been appearing as gorgeous Agent Xtra, kidnapped by Gex's arch-nemesis Rez in *Deep Cover Gecko*.

Hobbies: Rollerblading, biking, cooking and playing with Gex.

Skeleton in her closet: Mariece once jumped off a pier naked at two in the morning, and emerged to find the police awaiting her on shore.

The future: Mariece is currently shooting a couple of feature films. *PSM* also envisages a starring role in *Gex 5: The Gecko Gex the Girl*. 





Happy Birthday

On December 3, the PlayStation is five years old. My, hasn't our old grey mate aged well?

Everyone's favourite console hit Japanese stores way back in 1994 and over 60 million sales later, the PlayStation is still going strong. **Jason Hill** pops the champagne and looks back at Sony's success story.

PHOTOGRAPHY | CATH MUSCAT

In late 1993, Sony in Japan announced the development of a project named "PS-X". Ever since, Sony has carved out an impressive share of the booming videogames industry with an unswerving confidence in its product. It has taken on rivals previously thought as untouchable giants, and has gained the respect of both dedicated gameheads and casual players. No mean feat.

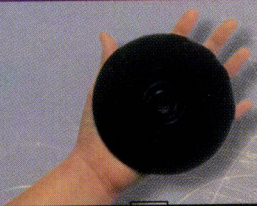
In fact, Sony has been almost single-handedly responsible for making videogames cool, and a mainstream hobby rather than a nerd's bedroom pastime. Sony produced a machine and astute marketing that appealed to the huge and virtually untapped market of twenty-somethings who had largely stopped playing games in the mid '80s.

This month *PSM* celebrates the five-year anniversary of the PlayStation, and pays tribute to its remarkable success. All PlayStation owners should raise their glasses and say a toast to the wonderbox that has brought countless millions of people around the world so much entertainment.

The PlayStation first went on sale in Japan on December 3, 1994. It cost 39,800 Yen – around \$600. The games available on day one were the magnificent *Ridge Racer* from Namco, and the fairly uninspiring *A-IV* and *Parodius*.

In the *Herald Sun* newspaper a week before the launch, *PSM*'s Deputy Editor wrote prophetically "The launch of the Sony PlayStation in Australia on November 15 [1995] will be one of the most exciting product launches of the '90s. The exceptional standard of the first games and the wealth of leading designers that Sony have signed to produce titles for the PlayStation should ensure the console is a spectacular success." Over 60 million consoles later "spectacular success" now seems an understatement.

However, it must be remembered that Sony was the unlikely underdog when it first announced plans to enter the videogames business. Such is PlayStation's dominance today that it's easy to forget how videogames analysts gave Sony little hope of taking on Sega and Nintendo at their own game. Sony had virtually no experience. Yet now PlayStation is one of the most widely recognised and valuable brands ever.



1988

Sony and Nintendo begin to collaborate on a CD-ROM drive that would sit under the SNES (Super Famicom in Japan).



1991

Sony begins work on a Super Nintendo-compatible console that uses CDs and cartridges to be called the Sony PlayStation.



1992

Nintendo backs out of the deal with Sony to develop the SNES products.



1993

In November, Sony announces the existence of the PS-X project and forms Sony Computer Entertainment.



Sony's PlayStation campaigns set new standards and had a major impact on sales and the console's street cred. For the first time ever in the videogames industry, ads didn't feature any game content.



PlayStation began life in the midst of the now-legendary Sega versus Nintendo videogames wars. Sega had unveiled plans for its ill-fated Mega CD add-on to the rampaging Mega Drive, and Nintendo needed a counterstrike to buoy its SNES console.

Nintendo forged a partnership with Sony to develop a CD add-on for the SNES. The companies had already worked together in the past, with Sony's Ken Kutaragi (the father of PlayStation) the designer of the SNES sound chip.

In addition to creating a CD drive for the SNES, the Nintendo deal allowed Sony to make a Sony-branded standalone console. The machine was to use cartridges as well as CDs, and also play video movie discs, which were growing in popularity in Japan.

But Nintendo, obviously nervous about Sony's growing interest in the videogames business, ended the partnership just a day after Sony had revealed the PlayStation project at the 1991 Chicago Consumer Electronics Show. It was a big blow to Sony.

But the electronics giant decided to pursue its PlayStation project. Now without the constraints of cartridge and 16-bit technology to incorporate, Sony's Ken Kutaragi spent the next three years developing a next generation games console.




Looking back, a key decision by Sony was to focus on shifting polygons in 3D worlds instead of manipulating the 2D graphics that had defined previous generations of videogames. Sony also recognised that as a newcomer to the industry and lacking games development expertise, it needed to recruit strong third-party developers for the format.

The signing of Namco provided strong impetus for the PlayStation's launch and importantly, brought leading arcade titles to the platform. Namco provided a near-faultless conversion of arcade racer *Ridge Racer* for the PlayStation's launch, and would later provide some of the machine's greatest titles. Other leading third-party developers like Konami, Capcom and later Square were to prove crucial for the PlayStation's success.

The build-up to the Japanese launch was strong, and Sony claimed it would be the company's most significant launch since the Walkman. Early sales were good, but not as strong as Sega's Saturn, with 100,000 machines sold on the first day in Japan. By May 1995, Sony had sold one million consoles. Meanwhile, dedicated Australian gamers were paying up to \$1500 to buy an imported machine and a couple of games.



Notable discs

-  **Ridge Racer** (1995)
Namco's arcade-perfect racing sensation.
-  **Wipeout** (1995)
The epitome of style and cool.
-  **Destruction Derby** (1995)
Proof that 3D graphics were the way of the future.
-  **Tekken** (1995)
A classy and innovative fighting game, and just a sample of what was to come.
-  **Jumping Flash!** (1995)
The first 3D platformer. Stylish and innovative.
-  **Formula 1** (1996)
One of the first complex and serious simulations produced for a console.
-  **Crash Bandicoot** (1996)
The PlayStation receives a quality platformer and a charismatic icon.
-  **Time Crisis** (1996)
One of the best gun games ever highlights PlayStation's increasingly well-rounded catalogue.
-  **Bust-A-Move 2** (1996)
More proof of the console's variety with this addictive puzzler.
-  **Resident Evil** (1996)
Innovative and atmospheric, the PlayStation had come of age.



1994

In March, Sony delivers PS-H development tools to developers including Namco, Capcom and Konami. In June, Sony unveils the PlayStation at the Tokyo Game Show. On December 3, the machine goes on sale in Japan.



1995

By May, Sony has sold one million PlayStations in Japan, aided by the release of Namco's fighting game, *Tekken*. On November 15, the PlayStation is launched in Australia, with a \$699 price tag. Launch titles include *Ridge Racer*, *Wipeout* and *Destruction Derby*.



1996

The PlayStation drops in price to \$399, and is clearly beating the Sega Saturn in hardware and software sales. By the end of the year, 10 million PlayStation consoles have been sold worldwide.



1997

The launch of the Nintendo 64 fuels even more interest in videogames, but PlayStation sales eclipse the new machine. Sony launches its Platinum range. By October, PlayStation sales hit 22 million.



PaRappa The Rapper (1997)
One of the most innovative games ever, it started a new genre of music games, and widened the PlayStation's audience.



Total NBA '97 (1997)
The pinnacle of sports game presentation.



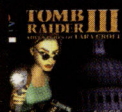
Final Fantasy VII (1997)
A masterpiece. One of the most ambitious games yet.



Gran Turismo (1998)
The most comprehensive driving simulation ever.



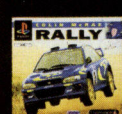
Spice World (1998)
Girl power was representing a new direction for videogame entertainment.



Tomb Raider III (1998)
Lara now fully entrenched as a PlayStation icon.



Bust A Groove (1998)
An ultra-hip dancing game.



Colin McRae Rally (1998)
Comprehensive and demanding rally simulation.



Shane Warne's Cricket '99 (1998)
Its sales and popularity was staggering.



Spyro The Dragon (1998)
PlayStation now offers quality kids games.



Metal Gear Solid (1999)
A flamboyantly innovative and utterly compelling adventure, unimaginable at the PlayStation's launch.

The PlayStation was launched in Australia on November 15, 1995 with launch titles including *Ridge Racer*, *Wipeout*, *Destruction Derby* and *Battle Arena Toshinden*. *Tekken* was out within weeks. In contrast to videogame marketing of the past, Sony devised an ambitious advertising campaign that positioned the PlayStation as the ultimate boy's toy for the then non-existent lifestyle games market. The launch was a big success. Titles like the spectacular 3D beat 'em up *Tekken*, and *Wipeout*, with its selection of techno tracks from leading dance bands, helped define the PlayStation's street-cool image.

The battle between the PlayStation and Saturn had promised to be a long and bloody one, but despite Sega's leading arcade titles, the superior power of the PlayStation and its more impressive third-party support meant the war was won very quickly. By Christmas '96, the battle was all over, and PlayStation had the market almost to itself with the no-show of the Nintendo 64.

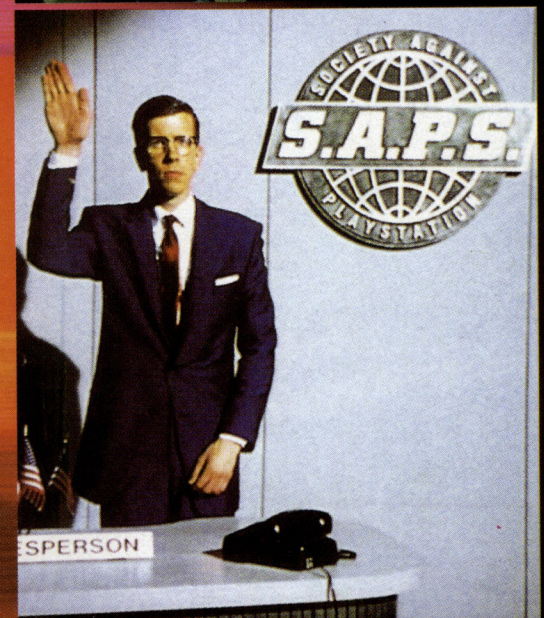
By the time the Nintendo 64 was launched, Sony had sold 11 million PlayStations around the world. Economies of scale had meant Sony was able to drop the price of the PlayStation in Australia to \$299, and CD format meant games were significantly cheaper than the N64's cartridges. Some N64 cartridges cost \$129.95 in Australia. Meanwhile, Sony was also able to launch an incredibly successful Platinum range of titles – best sellers for under \$50.

In five years, the PlayStation has simultaneously become both a mass-market consumer item and a cult icon. The PlayStation has hosted some of the best games of all time, such as *Final Fantasy VIII*, *Wipeout 3*, *Metal Gear Solid* and *Gran Turismo*. There have been over 500 PlayStation games released in Australia, and an amazing 3000-plus titles released worldwide.

Sales of 60 million consoles and hundreds of millions of games have made PlayStation one of the most successful brands of all time. In Australia over 1.3 million consoles have been sold and over six million games. Stacked on top of each other, all the PlayStation game packs sold worldwide would be three times the height of Mount Kosciuszko.

Five years on, the PlayStation juggernaut shows no signs of slowing. Anticipation of the PlayStation2 is already at fever pitch, PlayStation hardware and software sales are booming, and release schedules remain strong. The future is bright.

Happy Birthday, little mate.



How many PlayStation advertisements can you remember? The S.A.P.S. campaign was Sony's only failure.



1998

The console now costs only \$199. World sales hit 40 million in August. Sony launches *Gran Turismo*, the most comprehensive driving simulation ever. Dual Shock controllers are now standard. Christmas sales are unprecedented.



1999

Sony announces sales of 50 million consoles in January, then the specifications of the "Next Generation PlayStation" in March. The PlayStation2 is unveiled in September. Sixty million PlayStation consoles have now been sold.



2000

PlayStation2 goes on sale.



FINAL FANTASY VIII

You'll get over it. One day.

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Gran Turismo 2

Gentlemen Start Your Engines

The World's Greatest Racer is back. *PSM* is proud to present our exclusive preview of *Gran Turismo 2*, the game every other magazine in the universe wants to get their hands on (but we got first!). **Steve Merrett** took a spin.

WATCH OUT FOR...

THE MUCK-CHUCKING RALLY MODE

In recent times, rally racers such as Codies' *Colin McRae Rally* and Eden's *V-Rally 2* have cleaned up on the desires of gamers for a wheel-spinning, mud-flinging rally racer. *Gran Turismo 2* looks to bring its unparalleled realism to this popular racing genre with Polyphony's introduction of six dirt tracks for you to slide your motor around.

It's knowing where to start that's the big problem. Being privy to the world exclusive look at *Gran Turismo 2* – the first real look, as in actually playing it and taking its 500-odd cars for a spin – is like being the proverbial starving man at an all-you-can-eat buffet. There's so much to take in, so much packed into *GT2*'s twin CDs, that it would be easy to forget to mention some of its incredible features. And that would be unforgivable.

Frankly, *Gran Turismo 2* is so good it makes *PSM* want to get straight on the phone to Rent-A-Cliché. It isn't just everything we wanted it to be – it's more. So very much more. It's clear from the start that *Gran Turismo 2* exceeds all our expectations as a sequel. Its ambitions lie far beyond pinching *GT*'s crown as the best road racing game. *GT2*

won't rest until it has run the likes of *TOCA 2* and *Colin McRae* off the road, too.

Kazunori Yamauchi and his Polyphony crew have created a game that will not only dominate the racing genre, but every sub-division as well. Rallying, touring and racing options are all on course – recreated in the kind of hi-res detail that only *Gran Turismo* brings to the party.

This level of detail is all the more amazing when *GT2*'s true depth becomes apparent. In terms of cars alone, 33 of the world's leading manufacturers are idling in its virtual forecourt. Japanese Hondas and US Chevrolets are parked alongside Jags, Mercs, BMWs and Audis. Name a leading manufacturer and they're likely to be in the game – and, in contrast to Henry Ford's infamous comment, you can have any colour you like. No, really.

The showroom

GT2 boasts an astonishing 594 cars, with 20 European, eight American and six Japanese car brands making up the list. Here's a taste of what's in store in the videogame car showroom of your dreams...

Alfa Romeo

145 2.0 Cloverleaf, 1998
156 2.5 V6 24V, 1998
166 2.5 V6 24V, 1998
GTV 3.0 V6 24V, 1998
Spider 2.0 TS 24V, 1998

Audi

A4 Avant 2.8 Quattro S3
S4 Limousine
TT

Chevrolet

Camaro Z28, 1969
Camaro Z28 30th Anniversary Edition
Corvette, 1967
Corvette Grand Sport, 1996
Corvette 427, 1969

Dodge

Avenger GS
Charger, 1971
Neon R/T
Stratus ES
Viper GTS-R

Ford

Cougar 2.5i 24V
Escort 1.8 GTi
Focus Zetec 1.8, 1998
Ka
Mondeo Ghia H
Mustang SVT Cobra, 1998

Jaguar

XJ Sport 3.2
XJ220
XJR Vehicle
XK180
XK8 Coupe
XKR

Lotus

Elan S2, 1964
Elan S4 Sprint, 1971
Elan S2, 1990
Elise 190
Esprit Sport 350
Esprit V8 GT

Mercedes-Benz

A160 Avant Garde
AMG C43
AMG C55
AMG E55
CLK 320 Sports
SLH 230 Kompressor



Alfa Romeo 156 2.0 TS16V



Audi S4 Limousine



Chevrolet Camaro Z28 '69



Dodge Charger '71



Ford Cougar 2.5i 24V



Jaguar XJ220



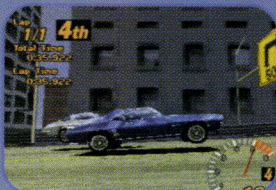
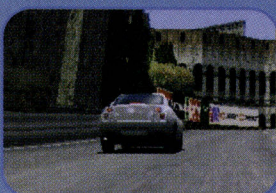
Lotus Elise 190



Mercedes-Benz CLK 200 Sports



PREPLAY



Whether you want to drag race, rally race, road race or just hurl your Honda S2000 around a High Speed Ring, *Gran Turismo 2* offers the lot.

In total, *GT2* boasts a jaw slackening 594 styles of car. Even more impressively, they all boast individual handling. The original *Gran Turismo* had car control pretty much sussed, so there is little room for improvement in the sequel – although the use of drifting is more fluid this time. But the Devil is in the subtle variations between the cars, making each one an individual pleasure to drive because they respond differently to the 28 different circuits.

Playing *GT2* is like being set loose in a motor show. While the temptation to head straight for the Lotus range is irresistible, it's the less glamorous Toyotas and Mitsubishi's that add an extra layer of depth. After all, most of us are more likely to end up driving a Toyota Celica or a Mitsubishi Lancer than a BMW M Roadster. And although it may seem a bit 'everyday', it's an idea that really works. The apparent normality of roaring a Toyota Celica along a country lane injects a level of plausibility that lifts *GT2* further above its rivals.

The courses add yet another dimension. There are 28 pure motor racing tracks; city circuits that take in Rome and Seattle and, as if that were not enough, let's throw in some rally courses for good measure. While the wheels obviously take centre stage in *GT2*, the courses shimmer with the same obsessive pursuit of perfection. As the cars pelt across darkened cities, or twist through woodland trails, or judder along the dirt tracks of a rally

stage, the incredibly detailed backdrops are effortlessly shifted. Granted, *GT* set a new standard for scenery, but this is blissful.

As the light bounces off the cars, it can be hard to take in the astounding level of detail. But allow *PSM* to point out a few highlights like the buildings as they flash by and the forests which stream on to the screen rather than popping up as the car nears a corner. Then there are the multiple-camera replays that enhance the visuals with stunning light-streaming effects. Even the brake lights, the weather conditions and the churning mud-wakes spinning up from the wheels seem fresh and new.

GT2 will be the total driving experience on the PlayStation. Simultaneously overtaking all of its racing rivals while simulating the pure joy of pushing a car to stupid speeds. Even the use of sound is inspired, with real sampled engines for every car and Sony gathering a group of artistes – including Fatboy Slim and the Stereophonics – that most drivers will happily stuff into their in-car stereo.

Because *GT2* mixes these elements so effortlessly, it feels like a complete driving package rather than a series of good ideas tacked on to a standard racing engine. Polyphony has crafted a game that plays like a dream, is fast enough to satisfy the adrenaline brigade and yet offers loads of depth. And that depth comes not from a handful of licences and a hangarful of cars, but from brilliant game design.

Backtracking...

Here are the 28 circuits you'll be hairing around, in order of difficulty. There are day and night varieties.

- Test Course
- Super Speedway
- High Speed Ring
- Tahiti dirt Route 3
- Autumn Mini Racing
- Red Rock Valley Speedway
- Tahiti Road Circuit
- Mid-Field Raceway
- Smoky Mountain North
- Clubman Stage Route 5
- Elger Path
- Grand Valley East section
- Roma Short Track
- Trial Mountain Circuit
- Deep Forest Raceway
- Smokey Mountain South
- Palm Strip
- Autumn Ring
- Grand Valley Speedway
- Laguna Seca Raceway
- Seattle Short Track
- Green Forest Roadway
- Special Stage Route 5
- Roma Circuit
- Roma Night Drive
- North American Roadway
- Seattle Circuit
- Tahiti Dirt Route 2

PSM OPINION



Worth the wait. Realism by the boot full, more cars, more tracks, brilliant handling.



Almost impossible to fault.



Watch out PlayStation publishers. It's going to be hard getting punters to buy anything else when it's released!

The showroom

Mini

Mini 1.3
Mini Cooper 1.3i
Mini Cooper 127SS Mk1

Mitsubishi

Galant VR 6 Touring
1998
GTO Twin Turbo 1992
Lancer Evolution III
GSR 1995
Mirage Cyborg ZR 1997
Pajero Mini Sport 1998
Regena Super VR 4
1998

Nissan

Fairlady 240Z HS30
(240ZG) 1971
Fairlady Z Version S
2 seater Twin Turbo 1998
March Super Turbo
1989
Skyline RS R Turbo
Intercooler DR30 1984

Opel

Astra SR1 2.0i 16V
Calibra '95
206 GTi
Corsa Sport 1.6i 16V
Tigra 1.6i
Vectra 2.0 16V

Peugeot

106 1.6 Rally
106 1.6 S16
206 GTi
206 Rally Car
306 Rally Car
406 3.0 V6 Coupe

Plymouth

Barracuda, 1970
GTH
Pronto Spyder
Road Runner
Road Runner Superbird

Renault

Clio II 16V
Clio Sport V6 24V
Espace F1
Laguna V6
Megane 2.0 16V Coupe

RUF

Modified Porsches
BTR
BTR2
BTR4
CTR
CTR2
Turbo R



Mini Cooper 127SS Mk1



Mitsubishi Lancer Evolution III GSR



Nissan Skyline RS-R Turbo



Opel Calibra '95



Peugeot 206 GTi



Plymouth Barracuda



Renault Espace F1



RUF BTR (1964 body)



Grand Craftsmen

PSM met with Mr *Gran Turismo* himself, Kazunori Yamauchi, executive vice president of Polyphony Digital, for an update on the racing game that every PlayStation owner is desperate to play.

Q: How can you possibly improve on what many journalists have described as perfection?

A: The original idea of *Gran Turismo* was to provide a realistic simulation of the behaviour of real cars. To achieve this aim, we carried out research and development work that resulted in the creation of a model, which I believe has been successful in at least some sense. We have made the simulation as realistic as possi-

ble, the cars featured naturally vary in their behaviour, depending on handling methods, tuning and so on. Our attention to detail has even extended to giving each type of car a different engine sound, setting prices for second-hand cars and introducing environment mapping technology into the replays. In other words, *Gran Turismo 2* will remain faithful to the basic concept of *Gran Turismo* in offering the player all the fun of driving a real car.

Q: You must have left out certain things you wish you could've put in the original game.

A: In *Gran Turismo*, various constraints prevented us from including all the features we originally wanted to add. In *Gran Turismo 2*, however, we should be able to include many of these features, as well as many others we have devised on the basis of feedback from gamers who have played the game.

Q: Can you talk us through the new cars?

A: We updated the car model selection range to reflect recent changes – both model changes and new model launches – to actual cars in the real world. We also made a big increase in the number of car models that can be recorded. Users have expressed the desire for an extremely wide range of models, to be available in the game, so we made every effort to accommodate their wishes. In the original game, certain cars had to be excluded because we were not able to draw up licensing contracts with the manufacturers. For various reasons though, we haven't been able to use Ferrari or Porsche again.

Q: What about the new courses?

A: A big improvement is in the all new courses. Gamers will be able to use much more strategic skill and judgement, carefully choosing car performance and features and tuning and driving styles to match different courses. These courses will include Rome, Tahiti, Seattle, Pike Speak and Laguna. Laguna is the only realistic course in the game and we have the sole licence for that. Using fantasy courses enables us to make the best use of the game engine.

Q: Did any car makers refuse to be in the game?

A: Yes, Volvo and Saab.

Q: How happy are you personally with the sequel?

A: It's very adventurous, very realistic [yet] very experimental. We are hoping to have around 400 realistic cars [As PSM goes to press, there are 594 cars confirmed – Ed] and at least 20 courses [Again, the latest confirmed figure is 28 – Ed]. For more, maybe you can wait around for another *Gran Turismo*...

Q: One new feature in GT2 is drag driving. It's a bit of a departure for Polyphony.

A: My creativity relies a lot on my natural instinct. For example, when I was working on this game the US asked me to put in some muscle cars but I said "No, it doesn't fit in with the game." Afterwards I went to the States and visited some drag races. I was able to see that these muscle cars are really popular. I was able to see it and feel it and that gave me the desire to have those cars [in *Gran Turismo 2*]. It's not like picking up a survey and finding out who likes what. It's just instinct.

Q: Another new feature for Gran Turismo 2 is rally driving.

A: I went to the Monte Carlo Rally to conduct my research. Having gone to see a real rally, I feel that the travelling aspect is the fun part. I hope to make a couple of games based on that someday. Implementing the rally mode meant a lot more work. We had to pay special attention to it because the car moves around a lot more on loose surfaces. Doing this simulation modelling is very challenging, especially to make it realistic and enjoyable at the same time.

Q: So what does the future hold for Polyphony digital after Gran Turismo 2?

A: As regards to the future activities of Polyphony Digital, I can tell you that we are also currently working on the development of several titles in genres completely different from *Gran Turismo*. Throughout the development process, we strived to demonstrate our company's unique enthusiasm for videogame technology.

Your In-Car Stereo

Last year's *Gran Turismo* boasted some of the best motoring tunes to come out of a car window, polygonal or not. This year's no different. *Gran Turismo 2* comes with a soundtrack of tracks so exclusive, even the bands can't release them for a couple of years! Check out this line-up and then wait for the Propellerheads' *GT2* video exclusively on an upcoming demo disc...

Ash
Death Trip (Instrumental)
 The Cardigans
My Favourite Game (PlayStation Remix by Faithless)
 Everything But The Girl
Blame (Grooverider Jeep Mix)
 Patboy Slim
Illing in Heaven
 Mansun
Take It Easy Chicken (Instrumental)
 Propellerheads
Big Dog
 Stereophonics
The Bartender & The Thief (Instrumental)

The showroom

Shelby

Cobra 427, 1967
 Cobra Coupe
 GT350
 GT500



Shelby Cobra Coupe

Subaru

Alcione SVH Version L, 1995
 Impreza WRX Type R Sti Version V, 1998
 Legacy Touring Wagon GT-B, 1998
 Rex Supercharger VH, 1990
 Subaru 360 Young SS
 Vivio RH-RR, 1997



Subaru Impreza WRX

Suzuki

Alto Works RS/Z, 1997
 Alto Works Sports Limited, 1997
 Alto Works RS/H, 1990
 Cappuccino, 1995
 Kei S, 1998
 Wagon R Turbo RT/S, 1997



Suzuki Alto Works RS/Z

Toyota

MR Spyder, 1996
 MR2 G-Limited, 1998
 Supra GT Turbo Limited MA70, 1989
 Vitz F, 1999
 Celica XVR Detroit Show version



Toyota Supra GT Turbo Limited

TVR

Cerbera 4.5
 Cerbera Speed 6
 Chimsara 5.0
 Griffith Blackpool B340
 Speed 12
 Tuscan Speed 6

Vauxhall

Astra Rally
 Corsa Sport 1.6i
 Tigra 1.6i
 Tigra Ice Race Car
 Vectra Touring Car



Vauxhall Vectra Touring Car

Venturi

Atlantique 300
 Atlantique 400GT

Volkswagen

Golf IV GTi
 Golf IV GTi 1.8T
 Lupo 1.4
 New Beetle 2.0
 Polo 1.4 16V
 Polo G40



Volkswagen New Beetle 2.0

Resident Evil 3: Nemesis

Time for your flesh to crawl, as those rancid zombies creep out of the shadows again. **Steve Polak** grabs a shotgun and does the only honourable thing.

One of the most successful PlayStation games last year was Capcom's zombie thriller *Resident Evil 2*. A shocking and genuinely frightening interactive horror epic, it was very much inspired by the works of Italian zombie flick director, George Romero. The game delighted and scared players in equal measures.

Resident Evil 3 is nearly upon us and it looks like zombie hunting is destined to become a popular sport for PlayStation owners once again.

The next adventure in the series is a heady mix of tense B grade horror atmosphere and solid gameplay. It is set at the same time period as the plot of *Resident Evil 2* except that you are in different parts of Raccoon City, and you are in control of different characters.

Fans of the original game will be pleased to note that Jill Valentine makes a return as one of the playable characters. Jill is also accompanied by Carlos, a mercenary who ends up being on your side (you also get to control him, too).

In the game the situation is dire. As you probably know, Raccoon City is infested with zombies, spawned as a result of Umbrella Corporation's genetic experimentation. Jill Valentine was one of the original special agents sent to investigate the reported zombie outbreak in the first game, and she leaves the house on the outskirts of Raccoon City (the venue for the first game) and heads into the city proper. Here she finds the town infested with zombies, and special teams of mercenaries (paid by the Umbrella Corp. – the people responsible for the outbreak in the first place) are trying to regain control.

Before long Jill also comes across a super mutoid zombie called Nemesis, and this fella will haunt you for the duration of the game, as normal weapons only stun him. This makes the game just that little bit more menacing as the 'uberzombie' just keeps on popping up, smashing through walls and appearing all over the place in an attempt to kill you. Working out how this abomination can be killed is one of the main challenges of the game.

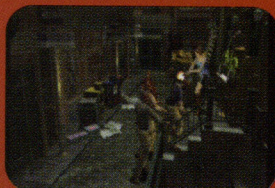
Resident Evil 3 is a bit of a departure from the previous games in that there are more zombies on screen at the same time for you to contend with. The plot is also a little less fixed when compared to the previous games. You are given choices at frequent intervals in the gameplay, which you must make very quickly (or the computer will choose for you). These choices often happen during extremely stressful passages of play. For example,

Nemesis corners you as you cling precariously to the edge of a ledge atop the clocktower building. You must either electrocute him or fire a special weapon. Each choice then drives the plot forward differently.

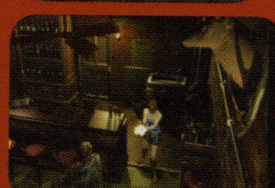
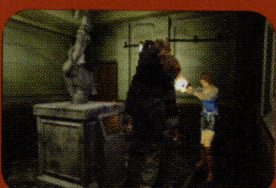
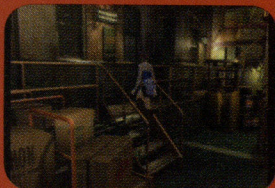
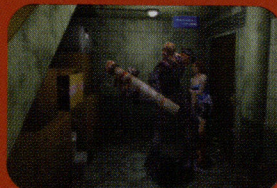
This non-linear approach should entice you to play the game more than once. Also, once you have finished the game you are able to play an interesting subgame that gives access to super weapons, which you'll enjoy replaying the main game with. Basically you have an explosive device implanted in your skull and have to cover a large amount of ground (fighting zombies all of the way) against the clock so that the explosion is averted. You are awarded money depending on how fast you get through the challenge and how many zombies you kill. Once you have enough money you will be able to buy some seriously powerful weapons to revisit the main gameworld with. You also have much more flexibility in terms of the moves at your disposal when you are going head-to-head with the shambling mounds of zombie flesh.

We were impressed by the new dodge moves and the defensive roll you can do to avoid trouble. The fast 180-degree spin was also extremely handy when we were being besieged on all sides – a very frequent occurrence in *Res Evil 3*. As well as this, the character you are controlling (either Jill or Carlos) is able to automatically aim at an enemy (a welcome feature for those who found the aiming system in the previous games a real problem). The auto aim facility is also useful when you realise that *Resident Evil 3* features many more zombies on screen for you to fight at the one time (when compared to the earlier games). So you have to mow 'em down mighty quick. You also have other strategic options, such as combining different ingredients you find to create different types of ammunition.

Overall, *Resident Evil 3* is a lot smoother and more flexible to play than the other games in the series. A real thriller if you like dimming the lights, upping the volume on the stereo and getting your adrenal glands working.



Res Evil 3 features some significant changes, but fans of the original will be pleased that Jill Valentine returns for some more zombie slaying.



PSM OPINION



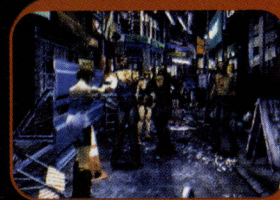
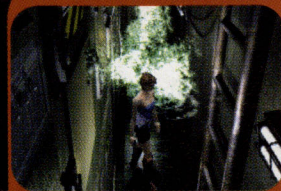
It features a more flexible movement system, Nemesis is always on your tail, and it is very panic inducing.



Collision detection and character interaction are a bit dodgy, and the visuals are very dark, but at times this is a good thing.



More character flexibility is probably desirable, but Capcom has done some very impressive tweaking. And where's the Licker? Bring him back, we say.



Ready2Rumble

Are you ready to rumble with some of the maddest, baddest fighters ever to grace the PlayStation? You better get in training first, because some of these dudes really pack a punch. **Jason Hill** enters the ring.

What a knockout! *Ready 2 Rumble Boxing* is shaping up as one of the funniest and most enjoyable beat 'em ups on the PlayStation. The game brings back memories of Nintendo's arcade gem *Punch Out*, which saw amusing cartoon boxers hammering each other senseless.

R2R takes a refreshingly light-hearted approach, with the 20 boxers available including warriors like big-haired Afro Thunder, meathead Boris Knokimov and Butcher Brown. Action is fast and furious, and in your first few games you'll be hitting the canvas quicker than Ken Done with an Olympics T-shirt contract.

The game has 20 boxers to unlock, each with a distinct look, boxing style and comical phrases. Each brawler comes with unique attributes and statistics, including height, weight and length of reach. Obviously the smaller fighters are fast but not able to take much of a pasting, while the big boys are slow and strong. Women's rights are set back (or should that be put forward?) with ladies belting it out in the ring with the blokes. But don't hold your punches against Selene Strike or Lulu Valentine, these are two tough chicks that will soon give you a hammering.

R2R uses a side-on perspective, but you can use a *Punch Out*-style first-person view if you wish or even a rotating camera or ring-side seat. Graphics are bright and very appealing, with some great detail on the boxers like bruised and bloody faces. The big blokes look particularly great, with the blubber flying as they hurl haymakers at their opponents or get belted in the guts.

Arcade mode is standard fare, with a series of 12 gruelling bouts against computer-controlled opponents of increasing difficulty. But it is championship mode that offers more depth. Here the idea is to develop a stable of world-beating fighters with your own gym, \$1000 cash and a single combatant for starters. Through entering fights, training and gambling, you can raise funds and begin enhancing your fighter's abilities.

If you buy items like punching bags, weights, aerobic sessions and training manuals, you can improve your boxer. The training exercises are actually mini-games. For example, the punching bag is like a "Simon Says" task of memory and rhythm. Each exercise adds to the boxer's stats, with dexterity, strength and stamina increasing over time, as well as helping to teach you the necessary moves for duking it out with the big boys. You can even challenge your mate's boxers to your home-ground combatants.

There's a good selection of moves available, with two buttons for each limb. Pressing the D-Pad while you swing alters the type of blow, with jabs, hooks, haymakers, kidney punches and all manner of wild swings available. Each character also has taunts and special moves, accessible via combos. The shoulder buttons activate blocks or dodges. But this isn't a simulation, so blocking is not the best strategy. Rely on defensive moves and you'll get pasted.

At the top of the screen, there's power bars representing the fighter's health and stamina. Health decreases when your opponent lands a blow. Stamina goes down every time you throw a punch, but can be regained by holding your guard or taking a quick wander around the ring. Landing successful blows fills a Rumble meter at the bottom of the screen. Once 'rumble' is spelt out, your boxer goes berserk, frantically beating his opponent into a bloody mess with his flaming gloves. Attacks include (deep breath...) belly hits, super flurries, head-butts, quake punches, stratosphere uppercuts, knees to the crotch, spitting, tomahawk chops, spinning hooks, running hooks, ear bashes, backhand punches and kamikaze dive punches.

Unlike the real sport, *Ready 2 Rumble Boxing* has a lot of style and charm. It's brash, bold, and great fun.

PSM OPINION



Very easy to pick up and play, appealing graphics, and fun characters.

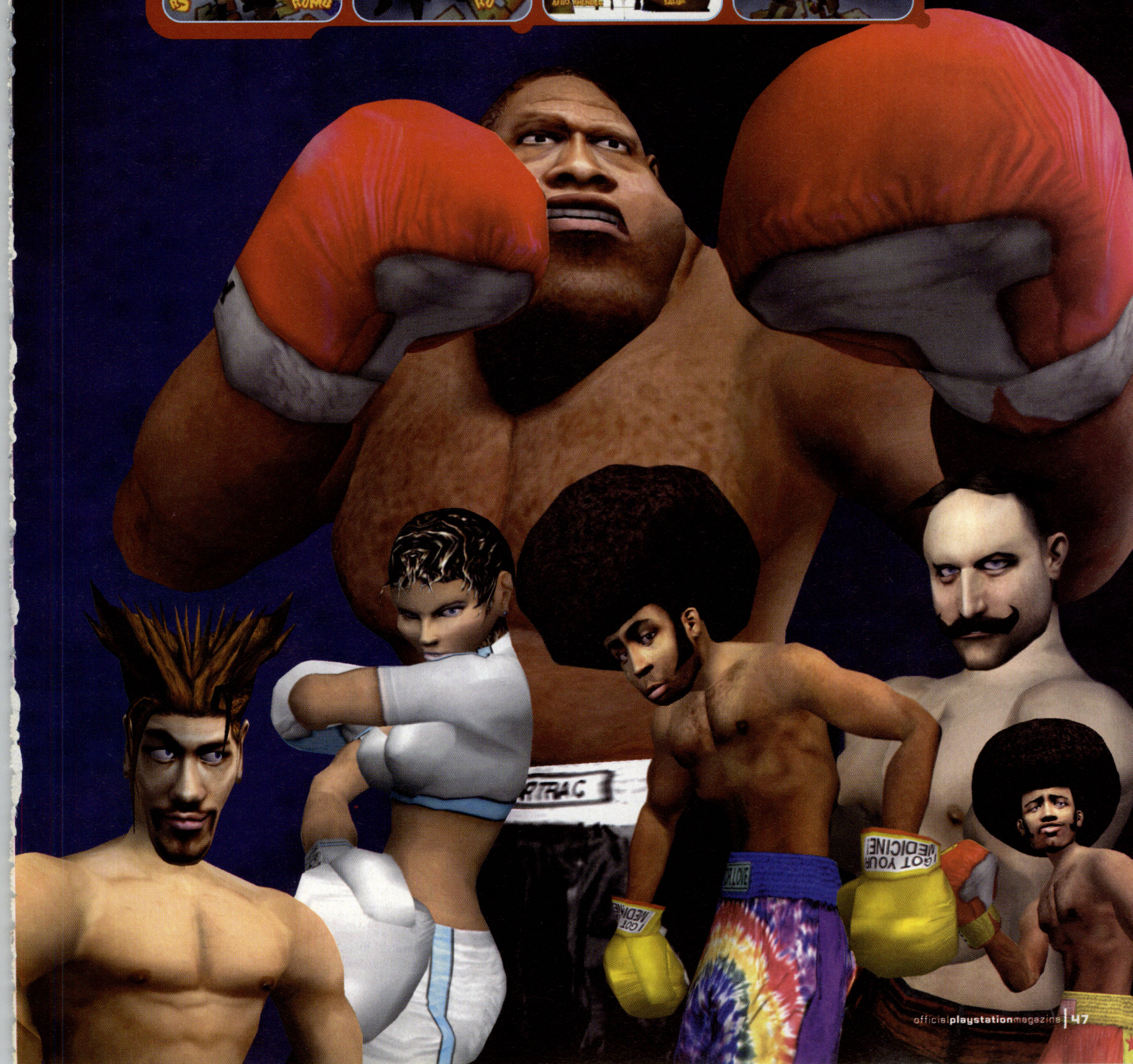
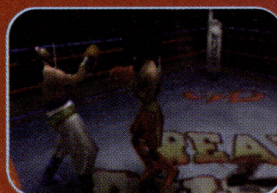
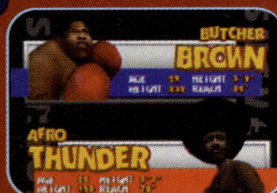


Some more play modes would be appreciated and add to the somewhat dubious long-term appeal.



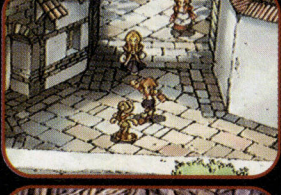
Ready 2 Rumble Boxing's going to have some stiff competition with *Prince Naseem* and *Knockout Kings 2000* also about to enter the ring.

There's a big assortment of wacky fighters to knock the stuffings out of. Just don't get too cocky, because throwing in the towel is not an option.



Saga Frontier 2

From those *Final Fantasy* gods at Square comes another traditional Japanese RPG. Although it's lacking in top-notch visuals, **Andrew Iredale** found himself engrossed in the saga.



Despite *Saga Frontier 2*'s somewhat dated visuals, it should offer RPG fans an extremely deep gaming experience.

It took the epic success of *Final Fantasy VII* to make role-playing games tickle the interest of the average *Tekken* and *Gran Turismo* obsessed PlayStation gamer. Although RPGs have always been moderately popular, they've never really been considered mainstream fare until recently. The latest *Final Fantasy* game is sure to attract a wide audience with its splendid rendered visuals, but it isn't the only new RPG headed out of Japan.

Saga Frontier 2 (the first *Saga Frontier* was never released here) is by the very same company that created the *Final Fantasy* games, Square. However, these are two very different styles of RPG and should not be directly compared.

The most striking feature of *Saga Frontier 2* is the old two-dimensional graphics used to portray the characters and scenery, of which is done in delicate watercolours. It looks quite delightful and really suits the style of game. The cut scenes also make use of hand-drawn artwork, with the camera panning across beautiful locations.

Like the old-style of graphics, the gameplay is most definitely of the traditional fight-by-numbers variety. All characters have hit points (HP) and you can use accumulated life points (LP) to heal injuries. Progress is represented across an over world map that you use to travel from one location to the next, such as towns and dungeons.

Your character commands a party of up to four and in battle you take turns to hack away against the enemy. *Saga Frontier 2* does offer a bit of a twist in the combat department, however, and you can combine a number of different characters' attacks into one super blow of devastating power. The animation effects used to portray them are fabulous.

The game is set over a few generations of the Gustave Royal Family and each event opens up others at different points in history. This allows for a long and unpredictable plot that is further varied by giving you a choice of which order to play the segments in. You follow characters through their life experiences, which adds an extra dimension to the proceedings.

If you are one of the many recent converts to RPGs, then you should consider taking a close look at this.



Saga Frontier 2



PSM OPINION



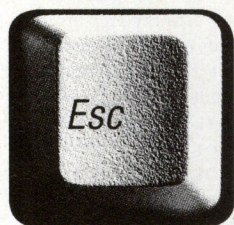
A great change from the mass of over-done computer rendered games. Has a hugely engrossing storyline that stretches over generations, and beautiful hand-drawn artwork.



If you have an aversion to two-dimensional graphics, you may not appreciate what this game has to offer. The gameplay, in particular the combat, is very rigidly structured.



The market is still hesitant about buying a role-playing game that doesn't have the words *Final Fantasy* on the cover. Their loss...



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Wu-Tang:

Taste The Pain

A four-player beat 'em up brewed shaolin style affirms the Wu-Tang are nothing to funk wit. **Sam Richards** is da man in da house.

New York hip-hop collective the Wu-Tang Clan are about to join the select coterie of pop groups to have their own videogame. Joining Frankie Goes To Hollywood, Kiss and The Spice Girls, the Wu-Tang aren't exactly in exalted company, but the difference between *Taste The Pain* and *Spiceworld* is that the Clan are all serious gamers. The result is a game that not only genuinely reflects their own bizarre, cross-pollinated mythology, but should also tickle the fancy of beat 'em up junkies.

Nine Clan members appear as playable fighters, each with an individual weapon or fighting style that represents their character. RZA practices the ancient art of the shaolin swords, GZA wields a mic on a chain, while Ol' Dirty Bastard simply meanders unsteadily in a drunken style. Each character also boasts a unique repertoire of combos.

As befits a game with such prestigious endorsees, giant leaps have been made in terms of graphics and character movement, even since *PSM* last saw *Taste The Pain* in action some months ago. The simultaneous four-player scrap is a coup. It's naturally a messy affair, but the mechanics which keep four characters in constant view are impressive. The Story Mode perfectly echoes the group's famous oriental-myth-meets-ghetto-culture philosophy, introducing a neat system based on the Clan's legendary 36 chambers whereby objectives achieved (such as using a particular hit combo or completing a stage with all lives intact) activate new moves.

It's not exactly *Tekken 3*, but then *Tekken 3* doesn't feature exclusive new Wu-Tang Clan tracks or come packaged with a joystick in the shape of the Wu logo. Prepare to bring da ruckus.



Put Human Nature in the ring with these guys and see how long their hair remains perfect.



PSM OPINION



Four-player, fighting frenzy, learn-as-you-go Story Mode, and three new Wu-Tang tracks.



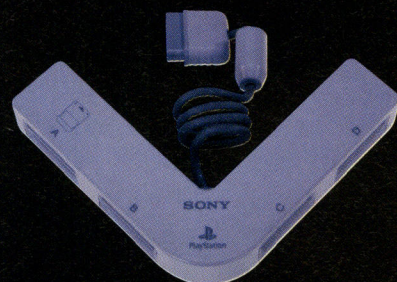
Four-player mode is messy, weapons are too powerful, and it's not *Tekken 3*.



The four-player option is an appealing feature, but after a few frantic and untidy battles, *PSM* found more mileage in the Story Mode. Even if you're ignorant in the ways of the Wu, the rappers do make charismatic scrappers.

WATCH OUT FOR...

Viva MultiTap! While *Wu-Tang: Taste The Pain* might not be *Tekken 3*, it's in a class of its own when it comes to four-play. Hook up your faithful MultiTap, plug in a quartet of joypads and then let chaos commence as the GZA slaps Dirty who dropkicks U-God who thumps Ghostface who knees Inspectah who... It's full-on beat 'em up insanity and will mark *Taste The Pain* as a top post-pub fighter. Game on.



PREPLAY

Publisher: EA | **Developer:** EA Sports | **Release date:** Out now | **Origin:** US | **Style:** Boxing sim | **Players:** Two

KNOCKOUT KINGS '99

Knockout Kings '99 was hailed as a benchmark boxing title. But it was very American-centric. In this sequel you can still play as Rocky Marciano, Muhammad Ali and Joe Frazier, but also boxers like Frank Bruno and Barry McGuigan. In fact, every aspect of the game has gone international. Now you can train your fighter up in the East End of London or the backstreets of Tokyo before challenging Evander Holyfield for the title of Heavyweight Champion.

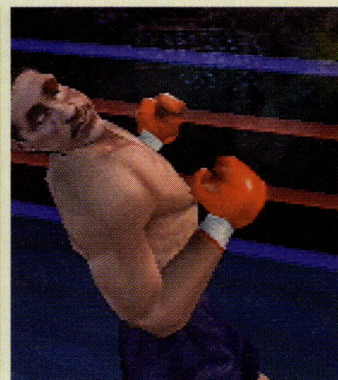
Every possible game mode has been included. Should you want to fight through

the ranks you can, but if you just want to vent your frustration after a hard day's work, head straight for the Slugfest. There's a comprehensive range of classic matches, like the infamous Thriller In Manila, which gives you a chance to pit yourself against Ali at his best. Fancy your chances? Maybe not.

Graphically the animation's smooth enough to be effective, but the best improvement has got to be the boxers' faces. Boxing's a brutal sport, and now every time you land a punch on your opponent you'll cause him actual damage. The fighter's

face actually cuts up during the bout — eyes swell, cuts appear and blood inevitably gets spilt. Lovely. Something you'll want to avoid are the card-holding dummies that parade the ring in-between rounds. Grotesque isn't the word.

Controls are intuitive, there's great depth and the training mode is great. But the best bit is the knockout sequences. Catch your opponent on the chin with a powerful enough uppercut and they'll respond with a backflip — which is both as spectacular and ludicrous as it sounds. In 1999, that'll be boxing then... **DM**



Publisher: BT | **Developer:** Namco | **Release date:** Out now | **Origin:** Japan | **Style:** Arcade sports sim | **Players:** Four

INTERNATIONAL TRACK & FIELD 2

How many games can you think of that are guaranteed to give you a dead arm? Physical pain isn't usually very high on anyone's list of priorities for a videogame. However, the second *Track & Field* will enable you to share in the pain of the virtual athletes — providing you play the game well, that is.

The original game was a hugely successful coin-op in the '80s that spawned 101 sequels. They all had one thing in common — the control method. By pressing alternate keys in quick succession you made your athlete run faster. Every

event was based around this basic control, though occasionally you had to press a third button to make your athlete jump (as in the long jump) or throw (as in the javelin or hammer) but that was it.

With the Sydney Olympics just around the corner, this type of game is about to rise in popularity. *Track & Field 2* offers you 15 events that you can compete in individually or as part of an Olympic competition. The events include the 100m, long jump and the hammer as well as more unusual diving and canoeing events. The track events focus on out and out

speed while the majority of the field events require more rhythm and timing.

Of course, the game's at its best when you play it with mates. It is extremely easy to pick up and surprisingly addictive, especially when you find yourself chasing the 100m world record.

While it offers nothing new, it is a well-made piece of software with some superb motion-captured animation that helps bring the whole thing to life. As a one-player game it will have its limitations, but as a multiplayer experience it has few rivals for the gold medal. **NJ**



Publisher: Nick Of All Games | **Developer:** Take 2 | **Release date:** Out now | **Origin:** US | **Style:** Shoot 'em up | **Players:** Two

GRUDGE WARRIORS

Driving around and blasting and killing isn't exactly new territory on the PlayStation. But to give some life to a tired genre, Take 2's *Grudge Warriors* has you playing as one of the many futuristic gangs available who scrap against a huge array of mobile and static rival targets. You've got some very wild weaponry at your disposal as you face a series of very challenging missions.

In the game's single player mode you are given a specific quota of nasty foes to destroy using your varied arsenal. Weapons include lasers, lightning and rockets.

Early indications indicate that *Grudge Warriors* might well have a tough time getting most PlayStation punters to part with their cash this Christmas season. The visuals are a long way from cutting edge. Your choice of vehicles look like the Tonka range available in Kmart's toy department.

Heavy armour is the order of the day, because much of your time is spent under vicious and heavy attack from opponents coming from all angles. The vehicles lend themselves to some outrageous driving as you tackle

ridiculously steep hills and rough terrain. Mini puzzles need to be solved as you hunt down your objectives. As well as blasting foes, it's a good idea to take out generators and kill the power.

Mammoth explosions and some innovative level design shows that the game still holds some promise. Indeed, *Grudge Warriors* has the potential to be an above-average shoot 'em up, but on the basis of this preview version, much work has still to be done. We should have a review copy in our wee little hands for next month's issue. **RY**



Publisher: Sony/Square | **Developer:** Dream Factory | **Release date:** 1999 | **Origin:** Japan | **Style:** 3D beat 'em up | **Players:** Two

EHERGEIZ

If you fancy a good stoush and have a penchant for *Final Fantasy* and all things Square, this could be the game of your dreams.

With the curious name *Ehergeiz*, meaning 'ambition' in German but sounding more like a sneeze, plus the even stranger sub-title of 'God Bless the Ring', this game combines 3D fighting with RPG-style adventuring.

The *Final Fantasy* link is the inclusion of three of your favourite characters from *FFVII*: Cloud Strife, Tifa Lockhart and bad boy Sephiroth.

The game is much like *Tobal 1* and indeed it is from the same development team, Dream Factory. Gameplay is fairly basic but very fast — there are high, mid and low attacks, plus specials such as Cloud's whopping sword. Small arenas ensure fierce fights, and the multi-tiered aspects of some make it a little different from the rest.

Adding to *Ehergeiz* is a quest mode that is actually a fairly substantial action RPG, with the player using his chosen fighter's skills to progress through the dungeons. There are all kinds of weapons,

armour, magic and food items to collect. The environments look fantastic, and the depth and length of the quest itself is almost worth the price of admission alone. Since each adventure has randomly generated dungeons and item placements, you can play through a fairly different quest every time, which will add a lot of life to the game.

There's also four mini games thrown in just for fun.

Ehergeiz will be a welcome change from typical 3D fighters. There's no brawler quite like it on PlayStation. **AI**



PREPLAY

DEMOLITION RACER

Publisher: **Console** | Developer: **Midway Games** | Release date: **Out now** | Origin: **Europe** | Style: **Smash 'em up derby** | Players: **Two**



The team making up Pitbull Syndicate hailed from *Reflections*, the original developers of *Destruction Derby*. Forfeiting the right to use the name, Pitbull has called its new game *Demolition Racer*.

But whatever its pedigree, you'd expect a decent improvement in terms of graphical clarity and gameplay innovation, neither of which are evident at present. Nevertheless, there is a charming frankness about *Demolition Racer*. With 16 cars racing at once, much of your attention will be focused on hitting or

evading opponents. Each hit gains you points depending on the level of damage you inflict. This is crucial come the finish as the final scores are determined by an equation derived both from your placing and your point score.

The damage gauge appears to be fairly generous, so unscrupulous bullying is encouraged. One power-up is placed strategically on each course and this is highly recommended for greater damage leeway.

Demolition Racer isn't subtle or pretty, but it should provide some laughs. The

proposed Arena Mode dispenses with the troublesome burden of racing and the vehicles simply battle to the death. In Chicken Mode you'll race in the opposite direction to oncoming traffic and in Suicide Mode you've got to be the first car into the scrapyard. These all seem diverting, but the apparent lack of longevity is a problem, particularly with only eight available vehicles.

Demolition Racer will undoubtedly be a blast to play. After so many straight-faced racers, an opportunity to let off serious steam will be greatly appreciated. **SR**

NBA BASKETBALL 2000

Publisher: **Activision** | Developer: **NBA Entertainment** | Release date: **Out now** | Origin: **USA** | Style: **Basketball sim** | Players: **One**



Another foray into the world of hoopla high jinks. Indeed, there are many that would question the need for another basketball game — particularly in this country. What can a new game do that hasn't already?

Activision and Fox Sports disagree. Not only have they stumped up the necessary readies to use the National Basketball Association licence, but with the addition of Fox Sports to the pot, *NBA Basketball 2000* comes with a whole slew of intro clips — and that's not all... See, what Fox has tried to do with *NBA*

Basketball 2000 is recreate the feel of televised basketball right down to the squeaky trainers. It offers TV-style presentation, superb attention to detail, and every team and every player.

Professional commentators have been drafted in and there's a raft of close-ups and TV-style replays.

All 33 NBA teams have been included, along with some 340 players, many with their own facial features mapped on. The motion capture is silky smooth, there are stacks of manoeuvres (the dunks are way impressive) and there are acres of the

stats so beloved of fans on the other side of the pond.

The teams are all rated (some noticeably better than others) but perhaps *NBA 2000*'s best feature is its visual detail, particularly the lighting.

But after all is said and done, it's likely most of you already own a basketball game which does pretty much the same thing. Next issue's review might reveal that *NBA Basketball 2000* plays basketball a whole lot better than the rest, but that's unlikely. We'll see you after we watch some more TV. **SB**

ROADSTERS

Publisher: **Midway Games** | Developer: **Midway Games** | Release date: **Out now** | Origin: **USA** | Style: **Racing sim** | Players: **One**



Fans of driving games have been spoilt for choice this year, with gems as varied as *Driver*, *V-Rally 2* and *Ridge Racer Type 4* all vying for their attention. You'd think anyone hoping to dent the racing sim market would have to come up with something pretty special. However, Smart Dog has chosen to bring out a fairly straightforward racer.

The only original feature it brings to this crowded genre is an option to place bets on the races. The races themselves are divided up into three divisions, which become progressively more difficult. You

begin the game with a few thousand bucks, enough to buy a car. You can choose between 30 luxury sports cars — all with modifiable configurations and parts. Very *Gran Turismo*. The similarities to *GT* continue as you prepare for individual races. New cars, upgrades and tune-ups all become available as you earn more money from your races and bets. However, *Roadsters* is way more arcadey than *GT*. It lacks the kind of graphical finesse that *GT* and other modern racing sims are renowned for. At this stage of development there are still a few things that need

ironing out. The AI of the CPU-controlled opponents has yet to be perfected. Most of the races are one-man competitions, with your car finishing miles ahead of the pack. From the selection screen you can choose a driver, but apart from the obvious cosmetic differences, they all seem identical — no individual skills or weaknesses. Also, the character you select is not always the one who ends up in the driving seat of your motor. Once these problems are sorted out, *Roadsters* should be a decent enough racer — but *Gran Turismo 2* is the wiser choice. **SL**

FIFA 2000

Publisher: **EA Games** | Developer: **EA Games** | Release date: **Out now** | Origin: **USA** | Style: **Soccer sim** | Players: **One**



The holidays must be coming. When EA releases another installment of *FIFA* it's a safe bet that Christmas is on its way and *FIFA* is going to be a bestseller.

Visually, the game is a great improvement over last year's version. Player animation, screen resolution and texture detail are all significantly better. Tackles and defensive moves have been noticeably beefed up. Player detail is much better and the whole thing runs at a much higher frame rate.

There have also been a number of tweaks to the now classic *FIFA* play system.

You are given an indication, by way of a colour-coded arrow, when you have the opportunity to make a pass. This feature is especially useful when passing to players who are off the screen and is reassuringly simple to understand and use. Green means a good chance, yellow is a 50/50 ball and red is an impossible pass. A new system has also been put in place for throw-ins and corners. While the directional arrow remains, it was always a bit of a giveaway when playing in split screen mode. Now, three players will be assigned to the ■, ▲ and ● buttons

and by hitting one of these, your player will attempt to pass to them. This stops your opponent from seeing where you are passing until the very last second.

There's an almost unimaginable number of teams and players, as well as loads of management options, cups and leagues. You can now play a Premiership-like season that includes all the major cups. Also, the inclusion of 40 classic teams has given the game some added depth. True to form, EA appears to have come up with the goods once again. *FIFA 2000* looks the best installment yet. **NJ**

Urban Chaos

The end is nigh again. Time to avert millennial disaster. **Steve Polak** explains how.

Urban Chaos is based on a very fashionable plot device – the coming end of the world. The game is set in a place called Union City and Armageddon is nearly upon us. The end is prophesied by the great writer Nostradamous, and of course you have to try and stop it all from going pear shaped.

Whether you succeed or not remains to be seen, but one thing is for sure: once January 1, 2000 comes about a whole bunch of scriptwriters in the games and movie business will have to start being a lot more creative and find other possible causes of impending doom. The millennium will no longer be an acceptable scapegoat.

The game is developed by some ex-Bullfrog staff who decided to go it alone and call themselves Mucky Foot. Some of the team also worked on *Syndicate Wars* while at Bullfrog, a game that has a very similar feel.


Mucky Foot say their main aim is to give the player as much freedom as possible in the environment. There's driving, fighting, shooting and you can generally walk about anywhere you'd like to go – over rooftops and down alleyways. The game is in a real city environment with lots of cars and people.

Urban Chaos is meant to feel like you are playing in a real world populated by real people. This is indeed true as you play a female cop called

Darcy. Darcy is busily doing normal police work during the day, and during the evenings she finds herself increasingly involved with a strange cult that is trying to bring about the end of the world by summoning an antichrist. Naturally Darcy is well primed to stop this.

Urban Chaos features some nice touches, like the way you can pretty much go anywhere and do anything whenever you feel like it. This gives you the option of solving the game's challenges in a variety of ways. For example, you can either grab a van, smash through some gates and use a shotgun to take out the remaining guards, or you can take the back route and sneak onto rooftops and stealthily take down enemies in unarmed combat. People even leave blood trails that you can follow, and the game features atmospheric touches like leaves blowing about in the wind.

Darcy has some really good karate moves (including a very painful looking 'nad kick'). You can even do things like throw drink cans about the place so that the noise when they land distracts enemies.

Urban Chaos also features a solid AI system that gives people the ability to track you and follow you anywhere you might choose to go (no hiding places which are inaccessible to enemy characters in this game). If you can climb a building, so can your foes. This game has a lot of promise, even after we have survived the millennium. 

PSM OPINION



The open play environment is impressive. So too, oddly enough, are the leaves.



The combat is a bit imprecise, and this part of the game could use some polishing. Also, the driving model isn't that realistic.



A chainsaw or some martial arts weapons would be great.

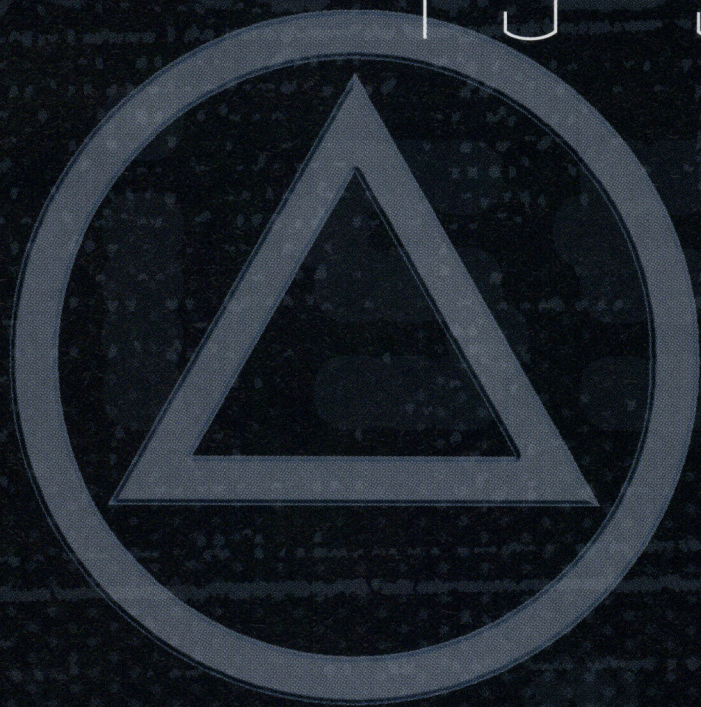
Create urban chaos roaming around incredibly detailed and atmospheric city landscapes as tough cop Darcy.





[OFFICIAL PLAYSTATION MAGAZINE SPECIAL FEATURE]

The Spying Game



Lipstick dispensers-cum-pistols,

electromagnets disguised as watches, black

face soap and the PlayStation joypad: These,

surprisingly, are the weapons of the modern spy.



As videogame technology has become increasingly sophisticated, so too has the gameplay. Whereas once the games market was all about beat 'em ups and platformers, gamers nowadays expect more subtle forms of entertainment. Though there's a certain charm about launching a fireball into someone's face, or jumping on a turtle's back until it flies out of the shell, few would doubt the appeal of, say, creeping up behind an opponent and silently breaking his neck. Before launching a fireball in his face. And jumping on his turtle.

Likewise, characterisation and plot is more important than ever before. For gamers of yore it may have been enough to say: "Ah. This is a little yellow ball with a mouth, and he lives in this maze, and he eats pills and gets chased by ghosts and that's it. The end."

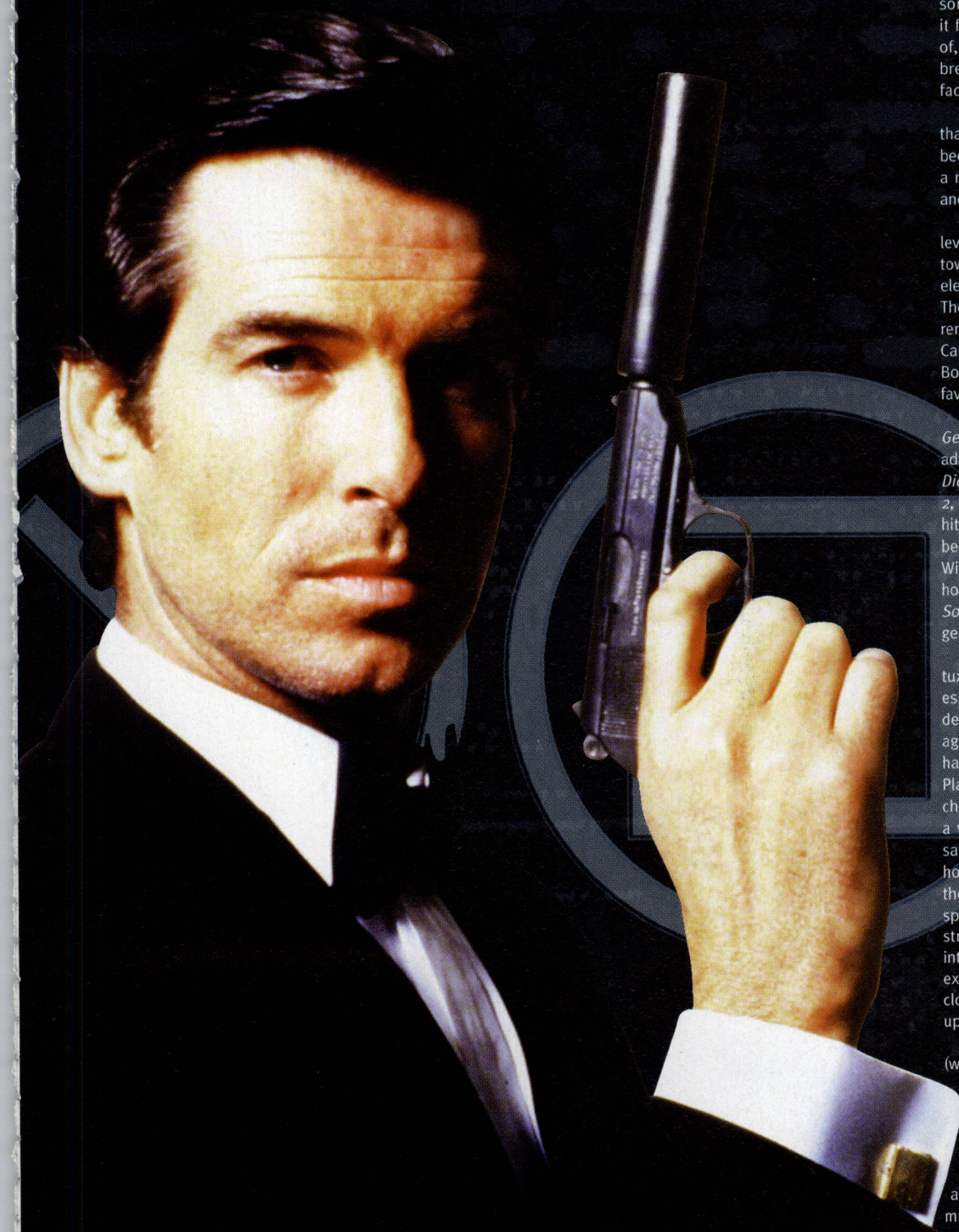
Nowadays, as graphics continue to improve, and the level of sophistication in games edges ever closer towards the movies peddled by Hollywood's film makers, elemental forces are conspiring to cement a new genre: The Spy Sim. Having undergone something of a renaissance in the cinema in recent years, since James Cameron's spectacular *True Lies* and the rebirth of the Bond series, this trend is spilling over on to everyone's favourite consumer hardware: the PlayStation.

This year alone the PlayStation has paid host to *Metal Gear Solid* and *Syphon Filter* and there are the adaptations of *Mission: Impossible* and *Tomorrow Never Dies* on the cusp of release. Even Core's *Fighting Force 2*, sequel to a game that boasted all the subtlety of hitting someone over the head with a chainsaw, has been redesigned to incorporate elements of stealth. With the astonishingly powerful PlayStation2 on the horizon, you can rest assured that Konami's *Metal Gear Solid 2*, and EA's *The World Is Not Enough* will take the genre to new levels of thigh-quivering suspense.

But why this sudden vogue for creeping around in tuxedos? Aside from Hollywood's current fixation with espionage, it can be partially attributed to a demographic shift in gamers. Whereas a decade ago most gamers were in their teens, the PlayStation has dragged the average age of player into their 20s. Players are no longer content with just cartoon characters and absurd fantasy scenarios. It's easier for a younger player to put him or herself in the role of, say, a stupid hedgehog or questionably-attired plumber, however, the more mature PlayStation gamer requires their fantasies to be more believable – relatively speaking. Neither does the modern player want straightforward action games; they want more intelligent meat in their gaming stew. How else do you explain the distinctly 'adult' *Resident Evil*, and assorted clones? Spying may be a different genre to zombie 'em ups, but it's not less sophisticated or mature.

Analysis aside, the fact remains that spies are cool (well, fictional spies are, at least...). Spies wear cool clothes, get the girl, and do things that the average person isn't licensed to do. Also, spies have great gadgets, and the PlayStation's peripheral market proves that PlayStation owners love their gadgets.

Aside from anything else, who hasn't fantasised at some point of driving their car off the top of a multi-storey car park into a rooftop swimming pool on an adjacent building (a feat assisted by the car's built-in parasail), stepping out of the car, ordering a dry martini at the poolside bar surrounded by skimpy bikini-clad lovelies, before firing your silenced Walther PPK into the guts of the megalomaniacal Klaus Von Deth, who just happens to be disguised as the barman, and was about to kill you with a bomb





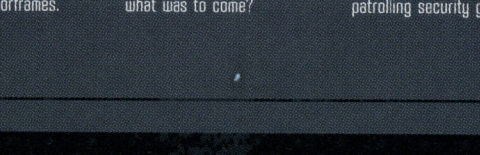
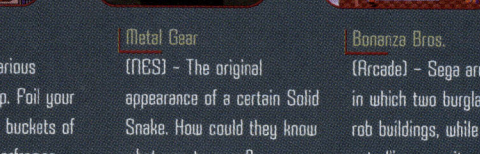
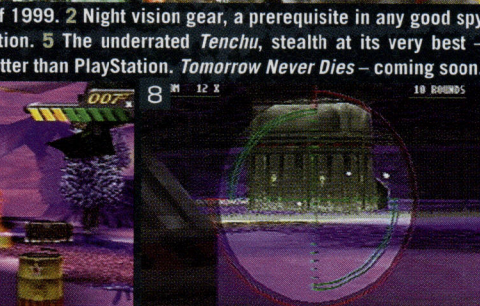
concealed within a cocktail shaker? The day is fast approaching when gamers will be able to live out these fantasies via the power of the PlayStation2. If you thought *Metal Gear Solid* was the pinnacle of gameplay complexity, you ain't seen nothing yet. With the PlayStation2's Emotion Engine at their disposal, game developers will be capable of creating truly interactive spy moves boasting photo-realistic visuals, non-linear plots and a diversity of gameplay hitherto unseen. As great as shooting zombies is, it would be radically out of character if *Res Evil*'s Chris Redfield whipped out a face-changing machine to conceal himself from a skinned wolf, or drove around Raccoon City in a sports car which fired heat seeking missiles from its headlights. Only spy

"Spies wear cool clothes, get the girl, and do things that the average person isn't licensed to do"

games offer this level of diversity and as technology improves, that gameplay will diversify further.

Remember the tank from *Metal Gear*? Wouldn't it be great if you could have throttled the driver, and climbed inside for a quick spin? For the first time multiple genres of game will be combined to create the ultimate spy experience. Chuck in a spot of *Cool Boarders* and you've got a distinctly Bond-esque snowboarding sequence, with machinegun-toting thugs pursuing you down the mountain. Failing that, hop into a jet fighter and escape from the enemy via the air. The world, frankly, is not enough.

Of course, the PlayStation2's Emotion Engine does what it says on the box: it emotes. Or at least, does a very good job of simulating emotion. Gadgets and vehicles aside, an emerging trend in spy games – as evidenced



"Pay attention, 007!"

Great gaming gadgets of recent times...

BIG LASER GAUNTLET THING

Where from: *Wild 9*

What does it do: Acts as a grappling hook, enabling users to swing over chasms, grapple opponents, smash them up and down on the ground, or fling them into giant meat grinders. Chance of being made for real: 1%

CARDBOARD BOX

Where from: *Metal Gear Solid*

What does it do: Disguises users. As a box. Chance of being made for real: 100% Derp!

CHAFF GRENADE

Where from: *Metal Gear Solid*

What does it do: Disrupts electrical systems and radar. Chance of being made for real: 75%

DECAY BOMB

Where from: *MDK*

What does it do: Inflates a decoy in the shape of a clown in order to distract enemies. Chance of it being made for real: 12%

FACE CHANGER

Where from: *Mission: Impossible*

What does it do: Creates instant disguises. Chance of being made for real: 51%

MONKEY DETECTING RADAR

Where from: *Ape Escape*

What does it do: Enables you to shoot people at night. Chance of being made for real: 100% (already in existence)

SILENCED PISTOL

Where from: *Syphon Filter*

What does it do: Enables you to shoot people very quietly. Chance of being made for real: 100% (already in existence)



1 *Metal Gear Solid* – the best game of 1999. 2 Night vision gear, a prerequisite in any good spy game. 3-4 *MGS*'s Solid Snake in action. 5 The underrated *Tengu*, stealth at its very best – Ninja style. 6-8 No console does it better than PlayStation. *Tomorrow Never Dies* – coming soon.



Spy Hunter
(Arcade) – Classic gadget-laden drive 'em up, reportedly heading for the PlayStation2 in radically revamped fashion.



Spy Vs Spy
(Various) – Hilarious multiplayer romp. Foil your rival by placing buckets of water above doorframes.



Metal Gear
(NCS) – The original appearance of a certain Solid Snake. How could they know what was to come?



Bonanza Bros.
(Arcade) – Sega arcade game in which two burglars must rob buildings, while avoiding patrolling security guards.



James Bond: The Duel
(Mega Drive/Various) – Appalling melange of Bond themes stapled together in a rough-hewn platformer.



Goldeneye
(Nintendo 64) – Reintroduced both Bond and stealth to the gaming vocab and still being hawked by Nintendo.

Spy Hard

Spying games throughout the ages



by the character interaction (nay womanising) in *MGS* and *Syphon Filter* – is characterisation. Clearly, this is as important a trait of spy games as face-changing machines, grappling hooks, and babes. One can only speculate how our interactive spies develop over the next five years. You can bet that Konami won't just develop Solid Snake's smoking habit to encompass cigars and pipes; it'll be his character interaction that evolves.

Aside from anything else, Sony is looking to change the face of entertainment. With the PlayStation2's broadband cable modem capable of downloading digital movies, Sony is working in conjunction with ImagineOn to develop true interactive movies via a technique dubbed 'n-branching'. Suffice to say, given the taste for spy stories displayed by both Hollywood and the games development community, who's to say that they won't come together to ensure *Bond 25: The Spy Who Fingered My Goldeneye With Love* (as *PSM* anticipates it'll be called) won't arrive simultaneously in linear form at the cinemas, and in interactive, non-linear form on PlayStation2?

Better still, imagine watching the movie, and taking direct control of the action at specific junctures. Forget the quasi-interactive nature of those horrid early CD-ROM games. The PlayStation2's DVD drive, coupled with its immense power, forthcoming hard drive and Sony's plans could literally place you in the film. You could conceivably take direct control of key action sequences, flying helicopters, driving sports cars, and hitting bad guys with ashtrays. It's ambitious, but it's one short step from becoming reality. The spy genre and the games market with it is about to be shaken – not stirred – to its very foundations.



1-2 *Mission: Impossible* is one of the latest film tie-in spy 'em ups on the PlayStation. Check out *PSM* 28 for a full review.

The Ultimate Spy Game

The elements are already in place for the ultimate PlayStation spying game. Unfortunately, they're spread across a number of different titles. Developers working on the next generation of espionage sim ought to look at existing titles for inspiration. For example, no self-respecting spy should be without a car and *Gran Turismo* is brimming with them. Add a couple of Porches to the epic chases in *Driver* and you have but one element of the ultimate spy game.

What happens when your spy has shaken off his pursuers? He has to break into an enemy installation of course, using, let's say, *Tenchu*'s stealth techniques. As with any good spy movie, he's going to get his fists dirty sooner or later and for that we turn to *Tekken 3*. Pistieuffs over, he'll encounter a beautiful, intelligent – but lethal – female. Who else fulfils these criteria better than *Tomb Raider*'s Lara Croft? Together, using Lara's brains and our hero's brawn, they'll solve the mystery of who stole the nuclear warheads (*Resident Evil*'s Umbrella organisation, lead by *Final Fantasy*'s Sephiroth, most probably), and then he'll woo her using Gex's suave charm. He might even offer her a bite of a mango, à la *Crash*. But probably not.



Mission: Impossible
(Nintendo 64) – Weaker than thou big budget movie license. The Cruiser would turn in his grave (if he were dead).



Tenchu
(PlayStation) – Stealth and creeping around taken to ridiculous extremes. Sort of a feudal Japanese *Metal Gear*.



Metal Gear Solid
(PlayStation) – The biggie. Reinvented the spy genre for the 21st Century and set a new benchmark for videogames.



Mission: Impossible
(PlayStation) – The graphics are a slight improvement over the N64 version, but the gameplay's still pretty ropey.



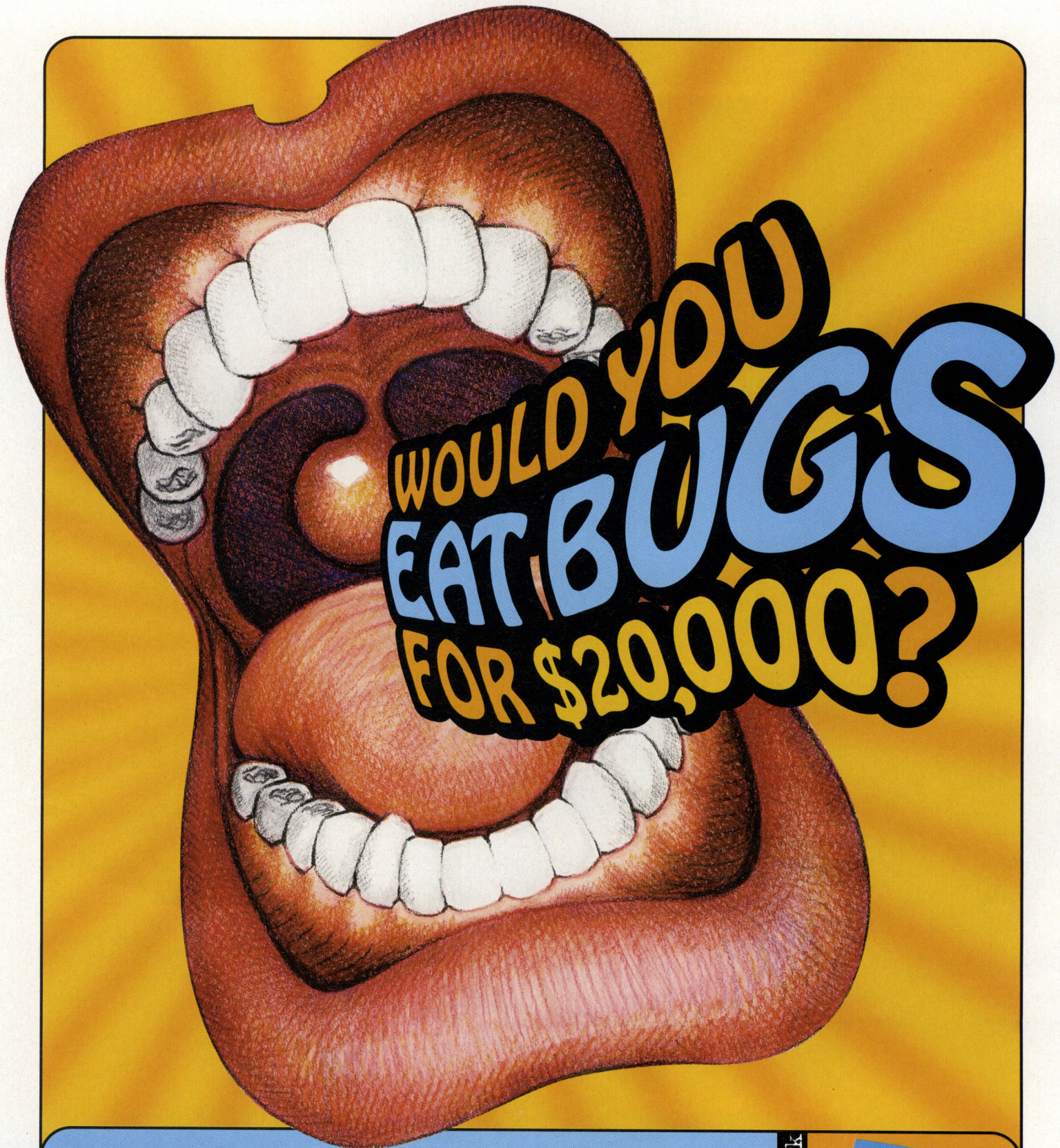
Silent Scope
(Arcade) – Not strictly spying, but you do get to shoot a lot of people from far away via a sniper rifle.



Syphon Filter
(PlayStation) – *Metal Gear Solid*, only not as good.



Tomorrow Never Dies
(PlayStation) – Having missed the film by two years, Bond makes a belated, but welcome, appearance on PlayStation.



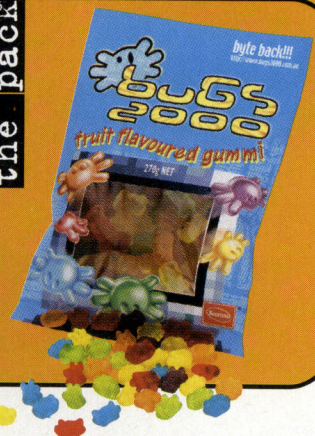
The Millennium Bug? What's it got to do with me? I'm a kid, it's not my problem. Well buddy, you thought wrong. Forget what mum told you. **Eat bugs.** Lots. Unless of course, your PlayStation means nothing to you, you're ready to kiss your hi-fi good bye and watch your TV blow up. **Don't stress.**

There's one way to fight the little buggers and win a cool bugs 2000 kit, \$2000 cash prizes or even \$20,000. Start chewing.

Don't be bitten, byte back

Check out our website at <http://bugs2000.kenmankandy.com.au>

the pack



Competition opened 14/6/99. Entries close for each monthly draw last mail received 14/7/99, 15/8/99, 14/9/99, 14/10/99, 14/11/99, 15/12/99. All entries received by last mail 15/12/99 will be included in the major prize draw. Entry open to residents of Aust & NZ. One prize pool. NSW Permit No TC99/3645, Vic Permit No 99/1149 issued 30/4/99, ACT Permit No TP98/3542, NT 99/1136, SA T99/1379. Pure Creative KK002

PLAYTEST

It just wouldn't be Christmas without Lara coming down the chimney. And *Tomb Raider: The Last Revelation* would put a smile on anyone's face if they found it in their stocking. Other highlights this month include the anarchic *Grand Theft Auto 2*, realistic WWII shoot 'em up *Medal Of Honor*, the incredible *Music 2000*, and more wrestling *Mayhem*.

PSM ratings

10 For games that are near-perfect. A must-buy.

9 Highly recommended, this is a great game to play.

8 Very good. Well worth considering as a title.

7 Not bad, but minor flaws mean we have doubts.

6 Fairly average. Not really worth purchasing.

5 The wrong side of average. We'd avoid it.

4 Looking pretty dodgy. Major problems here.

3 Very poor. Something has gone badly wrong.

2 Rubbish. An inept, short-lived game. Just crap.

1 Take CD from sleeve and use as coffee coaster.

REVIEWED

Disney's Magical Tetris	75	Music 2000	70
FA Premier League Manager 2000	74	NHL 2000	74
Grand Theft Auto 2	64	No Fear Downhill	
Hot Wheels: Turbo Racing	75	Mountain Biking	73
Madden NFL 2000	74	Shao Lin	72
Medal Of Honor	69	The War Of The Worlds	71
MTV Snowboarding	68	Tomb Raider: TLR	60
		UEFA Striker	74
		WCW Mayhem	66

Before heading off to Egypt, the *PSM* team paid a visit to an army disposals store, Advanced Hair (Yeah Yeah) and Dr Nick's Breast Enlargement Clinic.



WIGS SUPPLIED BY SOHO (02) 9283 6111.

PHOTOGRAPHY BY CATH MUSCAT. CLOTHING SUPPLIED BY MITCHELL KING (02) 9299 6321.



Publisher: Eidos

Developer: Core Design

Release date: Out now

Origin: UK

Style: 3D adventure

Price: \$89.95

Tomb Raider: The Last Revelation



Nothing has changed, yet ever changed. *The Last Revelation* adventure, true to the blueprint established. But as a sequel, it's rather than a revolutionary leap

At first glance, you could be forgiven for mistaking *Tomb Raider: TLR* for a more visually refined reiteration of its forebears. Superficially, that's just what it is. Lara still performs her traditional athletics from a third-person perspective, dodging traps and leaping chasms. She continues to dive with breathtaking aplomb, sprint with fury and, well, turn on the spot like a beered-up turtle. Thirty seconds later and you'll scale new heights that will amaze even hardcore fans.

The first two levels are based around Lara's first, formative adventure with eminent Austrian explorer, Werner Von Croy. Long before her tangle with Ms Natla (her evil Atlantean opponent in the first *TR*) the 16-year-old Lara travelled as an assistant on an expedition to Cambodia. His palm suitably greased with Croftian dollars, the Austrian teaches Lara the basics of negotiating ruins in far-off locales. These initial levels prove equally educational for us. Rather than relying on paragraphs in the instruction booklet

or an FMV sequence, they are invaluable as a refresher course for fans and as a carefully balanced introduction for newcomers.

Cynics will scoff at the introduction of a teenage, pigtailed Lara, just as Croft fanatics will drool. But don't just concentrate on Lara's new hi-res, smooth-skinned curves. Check out the screenshots of Von Croy – the guy in the white suit and hat. Von Croy is not just an instrumental part of *The Last Revelation's* plot. He also demonstrates one of the reasons why it's a far better game than *TR2* or *TR3*. As he teaches Lara the skills that are to stand her in good stead for later adventures, he actually performs them himself. He leaps. He runs. If Lara dawdles, he beckons her forward for further instruction. A far cry from the dumb non-player characters in previous games, Von Croy introduces you to a new *TR* phenomena – intelligent co-stars, no matter how small a part they play.

From the smallest scorpion, to the largest monster, Core has totally re-written its artificial intelligence code for this fourth episode. No longer can you simply snipe from a safe distance. If

HOW TO... ACQUIRE THAT KIT



During her first real adventure with Mr Von Croy, young Lara comes across this spooky chamber containing the mouldy old bones of a previous visitor.



Unperturbed, she strolls over for a closer look. She soon notices that the bones of the expired explorer grasp a rather fetching backpack.



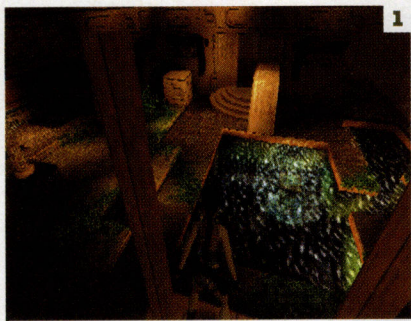
Already displaying a fine instinct for opportunism, the young Lara grabs the rucksack and rifles through its contents. They may come in useful.



And you thought she got it from Sportsgirl, or something. Well now you know. Of course, we could say "It's like the bit in..." But we won't.

dual
shock

analog

memory
cardnumber
of players

1



2



3



4



5



6



7



8



9



11



10



12

- 1 Watch out for the crocs.
- 2 Preparing to enter a watery tomb.
- 3 Sweet 16 with Von Croy.
- 4 Lovely Lara in full stride.
- 5 More moves than Cassanova.
- 6 Big puzzle, this one.
- 7 Ikea, eat your heart out.
- 8 One of the game's two vehicles.
- 9 Puzzling Revelation.
- 10 Another tricky mind-bender.
- 11 Hanging around with the world's sexiest super hero.
- 12 Lara can only sprint for a short time. Drinking Lucazade won't help.

HOW TO... TRAIN FOR THE TRAIN



Hitch a ride on the train's roof, James Bond style! Lara's new ability to climb around corners helps you negotiate the carriages.



Oh, oh! Here comes trouble in the form of a leaping black-clad baddie. No worries, with a bit of skill and determination, Lara will sort him out.



This is where the wonderful real-life physics are a joy to behold. Shoot nasty man down a hole, and he ACTUALLY FALLS! Ace!



Now it's Lara's turn to ride the train the more traditional way. In you go. Locked doors are not a problem – Lara can kick them open.

► Lara jumps on to a high platform and draws her pistols, her assailant is just as likely to climb up to get her as he is to take cover behind a piece of scenery. In short, *TLR's* AI doesn't just act – it reacts.

This huge advance has allowed far more in the way of incidental detail. Lara's Cambodian trip ends in disaster when the abrasive Von Croy accidentally sets off a trap. Lara is forced to flee, with no hope of rescuing her tutor. The third level takes place in present-day Egypt, with Ms Croft – accompanied by a guide – looking to acquire a local artifact for an unknown benefactor. An FMV sequence marks their arrival but, importantly, the level doesn't simply start with a solo Lara negotiating the usual corridors and caverns. Instead, the assistant introduced in the movie accompanies you at first. As Lara tentatively

makes a difference. Remember when the huge T-Rex stomped into view on the Lost Valley level of the first *Tomb Raider*? *The Last Revelation* has similarly dramatic moments. They introduce the excitement and script-led impetus of a cut-scene, but you actually engineer Lara's escape or victory for yourself. You might be walking down a corridor when, all of a sudden, tons of nasty little scarab beetles scuttle towards Lara. There's a moment of genuine panic as you sprint away and then realise that you are trapped. Just as the horde draws close to engulf Ms Croft, you espy grooves on the ceiling and leap to safety. It's set pieces like this that introduce a new cinematic intensity that *Tomb Raiders 2* and *3* lacked in comparison.

In previous *Tomb Raider* games, in-game cut scenes and pre- or

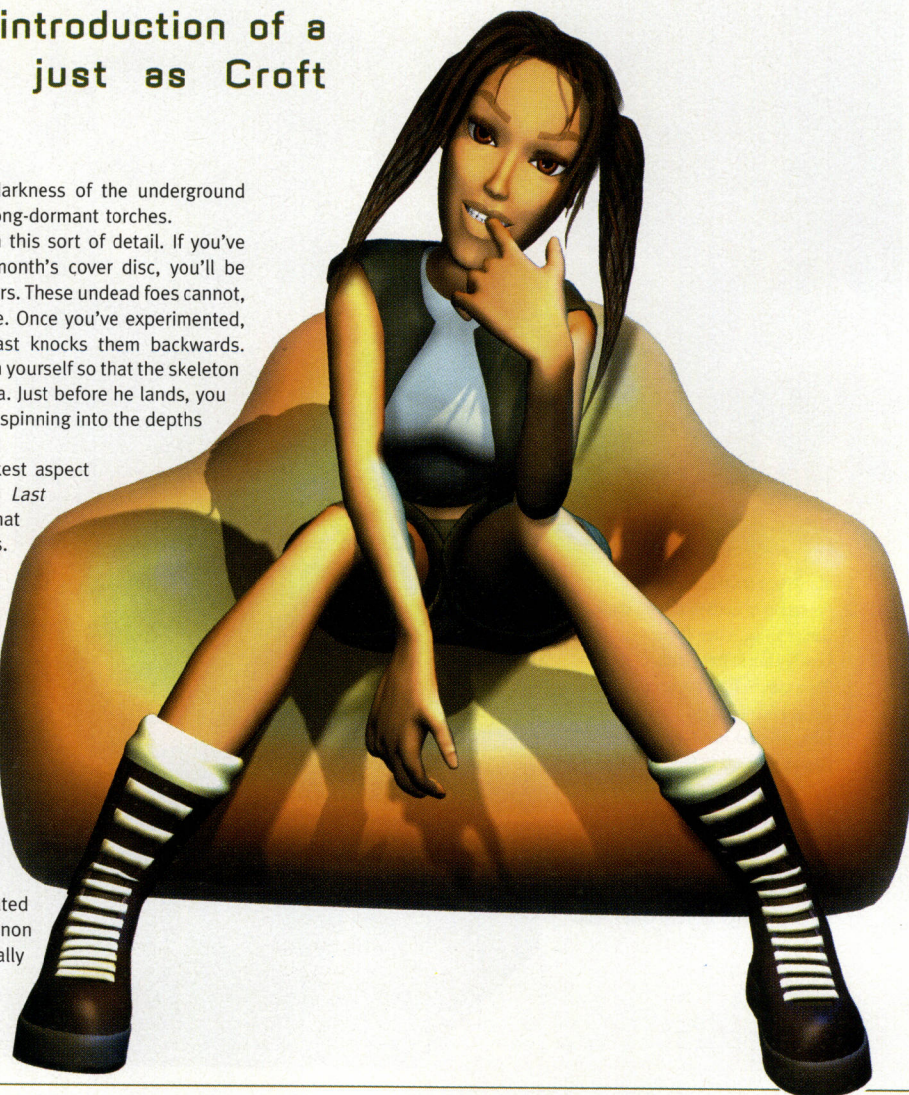
"Cynics will scoff at the introduction of a teenage, pigtailed Lara, just as Croft fanatics will drool"

paces through the inky, forbidding darkness of the underground expanses, her guide helpfully lights long-dormant torches.

The Last Revelation is packed with this sort of detail. If you've played the exclusive demo on this month's cover disc, you'll be familiar with the spooky skeletal warriors. These undead foes cannot, seemingly, be killed with gunfire alone. Once you've experimented, you might notice that a shotgun blast knocks them backwards. Noticing a deep pit nearby, you position yourself so that the skeleton must leap over it in order to reach Lara. Just before he lands, you unleash a shotgun blast and send him spinning into the depths below. Fantastic!

Combat has always been the weakest aspect of the *Tomb Raider* games. *The Last Revelation*, in contrast, now demands that you learn how to combat particular foes. A good example of this is how you deal with the wraith-like creatures that fly through walls and floors. Trailing flames, they swoop and weave around Lara, draining energy with each touch. Prolonged contact even sets our heroine on fire. How can she defeat them? With a little thought as well as a hasty dive into a nearby pool. Dangerous as these wraiths might be, they're none too bright and happily extinguish themselves as they attempt to follow her.

Lara's adversaries have been elevated above their traditional status as cannon fodder and/or nuisance – and it really





post-level FMV sequences often had to sacrifice genuine plot developments to explain how Lara travelled from one corner of the globe to another. *The Last Revelation's* generous 40 minutes of pre-orchestrated film has the luxury of a storyline based entirely in Egypt, with the exception of the two Cambodia levels. It relates tales of adventure, rather than stories of how she got there in the first place. Better still, these stories blend seamlessly with in-game action. Loading screens are now a thing of the past. When you finish a level, or reach a specific narrative point, the game takes over instantly with a film. This works wonders for continuity of the action.

And there's more. Even *Tomb Raider* fanatics have begun to tire of endless switch, key or block-moving puzzles. They may be platform gaming staples but surely the *TR* series would benefit from more involved, thought-provoking conundrums? *The Last Revelation* introduces the latter and refines the former. Puzzles range from playing 20 Squares – an ancient, draughts-like game – against a statue of a god, to creating a safe path with holy water and even understanding the differences between modern-day and ancient Greek cosmology. There are lots of them, too.

To help you keep track of these brain-teasers, Lara carries a diary, where she keeps notes of everything she finds. You can

"*The Last Revelation* is, in a way, the true sequel to the original *Tomb Raider* ... this one somehow captures the feel of the first game"

now combine objects to make new things. If an all-important inscription lies on a seemingly unreachable wall, don't worry. Lara's newly-acquired binoculars negate the need for suicidal attempts to reach it – you can simply zoom in and read it from afar. Don't worry, we won't spoil all *The Last Revelation's* surprises. Even if we wanted to, we couldn't begin to fit them all in.

But, we can't resist hinting at the Knights Templar whom, scenery showing through their ravaged frames, drag their swords with a trail of sparks. Or the high-speed Jeep chase. Or Lara's new moves, like climbing around corners, swinging on ropes and shimmying on poles. We couldn't even begin to relate just how well the camera pans and zooms around the terrain. Or at the wonderful music. Core has a new bloke doing it this year, and he – so our charmed ears keep telling us – must be pretty talented. Visuals? Fantastic. Did we mention the bit where there are golden statues of a man, a horse and... No, we'll let you find that one for yourself. If Mother Nature has any grasp of narrative imperatives, she'll conjure up a real-life thunderstorm when you get to that bit. It's the kind of set piece that doesn't really need additional atmosphere, but hey, we're greedy.

So, 10 out of 10? No question about it. *The Last Revelation* is, in a way, the true sequel to the original *Tomb Raider*. Don't get us wrong – we love 2 and 3, but this one somehow captures the feel of the first game in a way that the intervening two only achieved fleetingly. Yes, it's more an evolution than a genuine, from-the-ground-upwards reprogrammed revolution. But, as any Darwin-inspired text will reveal, evolution can be pretty damn progressive.

Oh, there's something else... When you get the revolver, you can combine it with a laser sight. This gives you a zooming sniper mode, which for instance you can use to make a pinpoint accurate shot to a marauding skeleton's skull. It shatters, and the body wanders blindly, usually into a nearby pit or trap. You see? *The Last Revelation* is just ace...

James Price

ALTERNATIVELY

Resident Evil 2

10/10 PSM 26

Tomb Raider 3 9/10 PSM 26

Duke Nukem: Time To Kill

8/10 PSM 15

GRAPHICS	9	The effects! The imagination! The design!
GAMEPLAY	10	Plenty of puzzles, loads of set pieces and new moves.
LIFESPAN	10	Challenging levels, puzzles, secrets... Goodbye life.

An atmospheric, beautiful, wonderfully crafted game, and undoubtedly our favourite in the *TR* series. And, thanks to a well-pitched learning curve, novice gamers will enjoy it, too.

VERDICT

10



Grand Theft Auto 2



Publisher: **Jack Of All Games**

Developer: **Rockstar**

Release date: **Out now**

Origin: **UK**

Style: **Action adventure**

Price: **\$89.95**

Joyriding in stolen cars, drug dealing, street brawls, getaway driving, mindless violence.

Guess who's back for more?

When *Grand Theft Auto* was unleashed on the PlayStation in 1998, it managed to upset politicians, tabloid journalists and mothers alike — none of whom, incidentally, have any knowledge of videogames whatsoever. Now, for those who are capable of appreciating such things (and aged 15 or over), there's a sequel. *GTA2*: it's bigger, badder and better than ever.

Set in a sprawling metropolis of the near future, *GTA2* gives fun loving criminals complete freedom to do whatever they wish. Your only objective is to make an obscene amount of money by any means possible. The city is divided into three playing areas (Downtown, Residential and Industrial) and each is inhabited by a number of rival gangs. Do something to gain favour with one of them and they might offer you a job. Upset them and you can expect to be used for target practice next time you enter their turf. Everything you do in the city affects your standing with both

There are loads of secret items hidden around the city, including Kill Frenzy bonuses. Shoot a certain number of people or vehicles within a set time limit to radically increase both your point score and your notoriety. If you spot a tank or a fire truck or some other fearsome vehicle parked innocently nearby, don't miss your chance to borrow it. *PSM* had to mischievously giggle as it caused mayhem firing off missiles from a tank as we ploughed through peak hour downtown traffic.

There are seven gangs, each controlling a different part of the city and responsible for competing criminal activities. The gangs include the hi-tech Yakuza, fearsome Rednecks, dangerous Russians, technology-hating Hare Krishnas, disorganised Loonies and mysterious and shadowy Zaibatsu. The game is all about respect, but to get in good with one gang you have to work against the others. The element of gangs adds a new dimension to the

"The riskier the job, the more cash and respect it earns you. Getaway driver, drug runner, assassin... The list is endless"

these gangs and the ever-present police force.

The missions offered to you include just about every foul deed you can think of. The riskier the job, the more cash and respect it earns you. Getaway driver, drug runner, assassin... The list is endless. You can joyride in stolen cars, be a street brawler, taxi driver, mugger, stuntman, firefighter, assassin, bus driver and even a hot dog vendor. It's actually possible to complete the game without completing a single mission, though it'll take a lot longer.

GTA2 truly is a game that no two players will experience in quite the same way. The sheer number of vehicles, weapons and locations enable you to come up with your own way of playing. There are over 30 vehicles with individual handling and characteristics, and weapons include machine guns, flame throwers, rocket launchers, Uzi and Molotov cocktails. You can even now mount weapons on your chosen vehicle, which is a great new feature and fabulous fun. Watching the cops skid on your discharged oil is hilarious.

gangs and produces a much more living, believable city — plus much more danger.

Presentation wasn't exactly a highlight of the original game, but it didn't suffer at all. In this sequel, the radio station soundtrack works brilliantly and you'll often find yourself just cruising around with the volume turned up. Graphically it's not as pretty as *Driver* but the top-down view enables you to keep an eye on everything without hampering the gameplay — a small price to pay.

Fun is *GTA2*'s trademark. There are few games that offer so much freedom, and it's intoxicating. You'll be giggling, swearing and messing up missions just for your own pleasure. It's a giant toy box full of surprises in which you can do the crime without paying the time.

GTA2 is a sentient masterpiece, created by a team for whom it was clearly a labour of love. Respect is due.

Jason Hill & Justin Calvert



ALTERNATIVELY

Driver	9/10 PSM 22
Destruction Derby 2	9/10 PSM 2
Grand Theft Auto	8/10 PSM 17

VERDICT

9

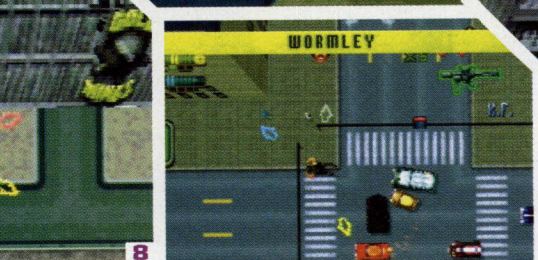
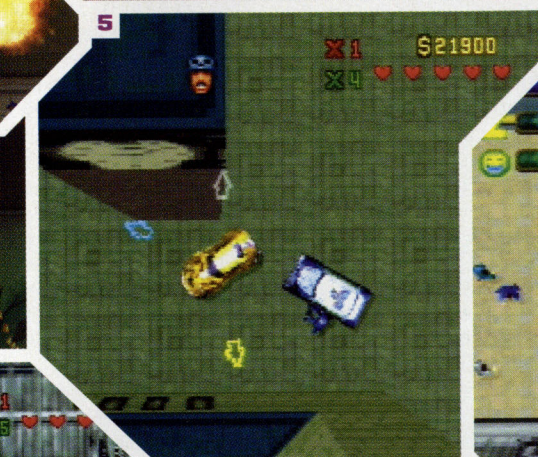
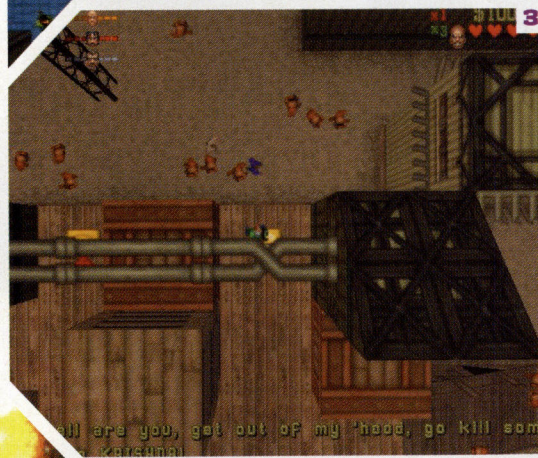
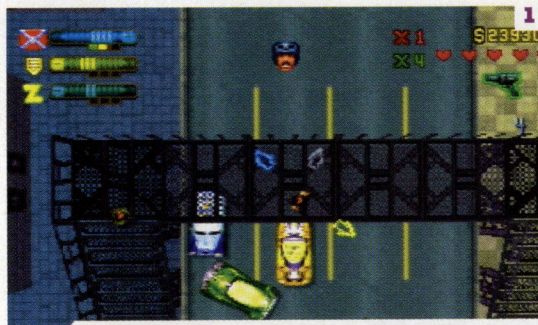
GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Superbly presented throughout, very fast and very smooth.
- 10 Do whatever you want and then enjoy the consequences.
- 9 Playing it is never the same twice. Enough said.

So good it should be illegal — indeed it probably is in some backwater American state. If you're old enough to buy it then you're old enough to enjoy it. We suggest you do.

dual
shockmemory
cardnumber
of players

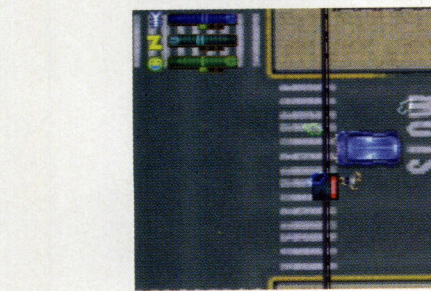
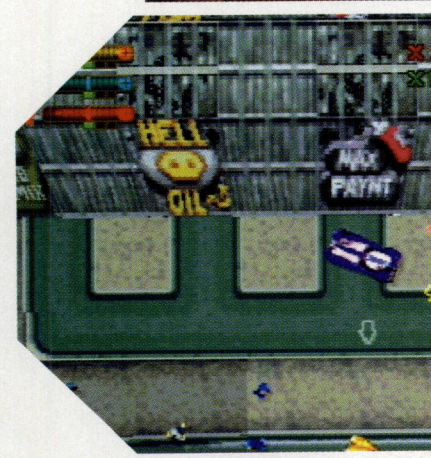
- 1 Another amusing episode of *World's Worst Drivers*.
- 2 Rocket launcher shenanigans.
- 3 Boyz 'n da 'hood.
- 4 Create as much car-nage as possible.
- 5 There's normally at least one cop always on your tail.
- 6 Cars can catch fire and explode if you treat 'em rough.
- 7 Get your vehicle sprayed to avoid the cops, or just get a bomb fitted and blow up police headquarters instead.
- 8 Well, point me blue.
- 9 Just another dull, ordinary day in downtown *GTA*.



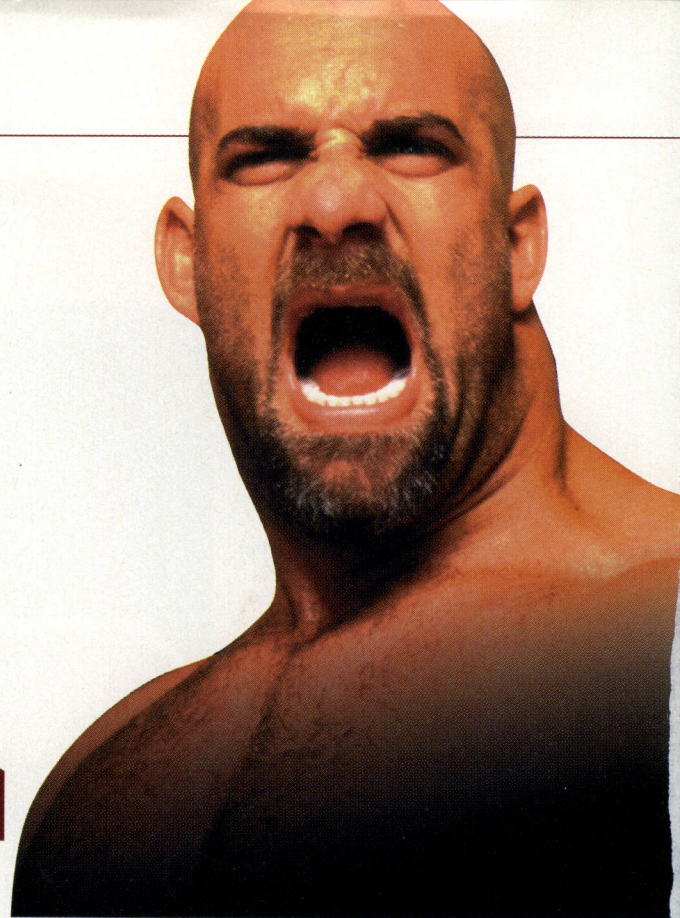
HOW TO... MAKE FRIENDS IN THE BIG CITY

The first thing you need is a set of wheels. Preferably something that isn't going to break down just because you happen to run over a few people – a lovely blue mini van, for example.

Head into a gang's turf and take out as many of them as possible. Run them over, shoot them – whatever it takes. Going against one gang earns favour and respect with another. Easy!



WCW Mayhem



No longer do you have to try and conceal your love of pizza, lycra and loud grunting noises. Just get caught in the middle of some *WCW Mayhem*...

Publisher: EA

Developer: EA

Release date: Out now

Origin: US

Style: Wrestling

Price: \$79.95

Even though it is the lesser of the two leagues, the WCW still has a strong following, and quite a few major names. Bruisers like Goldberg, veterans like Hulk Hogan, weird guys like Psychosis, and Kiss rejects like Sting all wrestle for the WCW. So even though WWF has a greater number of stars, this WCW game has a decent roster of lycra wearing wrestlers – 60 in all.

You know the deal. *WCW Mayhem* has loads of different match options, a host of different combatants, and the obligatory 'design your own wrestler' option, which nobody seems to ever bother using.

So the question is, how does it stack up to the very playable, but flawed, *WWF Attitude*?

The good stuff first. *WCW* lets you unleash a varied cocktail of fast, well-animated moves very easily. The suplexes, flips and airborne moves are spectacular, and unlike *Attitude* it is very easy to get a fair number of moves going. The action also looks pretty good, as the wrestlers move very quickly, and for the most part look flexible and, well, human.

Also, *Mayhem* has some great active camera viewpoints which pan about the place highlighting a particularly powerful slam. This effect is great, and helps you feel like you are in the midst of the 3D shenanigans, rather than just sitting on the sidelines. *Mayhem's* guys aren't quite as detailed as those in *Attitude*, but the wrestlers move more smoothly in *Mayhem*, even if at times there are problems once you actually connect.

Indeed the game suffers from dodgy collision detection, a real problem when collisions are very important to the gameplay. This gets particularly bad when the guys are either side of the ropes, and you can actually hit through the other guy's head and chest without the game registering an impact. I know the hits don't hurt in the real world, but this is one game where realism isn't always the desired result. You can even seemingly pull off quite a neat trick, passing limbs and sections of torso through the ropes, defying the laws of physics!

That said there is fun to be had near the ropes, as you can toss a stunned opponent into the turnbuckle, flip them and smack the snot out of them. You can also easily toss your foe out of the ring (something that is quite hard in *WWF Attitude*). Fights outside the ring can be very entertaining (especially once you grab a chair or two), and you can even set the options so that a pin outside the

ring counts. However the closer you get to the edge of the playfield, the more likely it is you will notice the unimpressive crowd backdrops, which are flat, lifeless and totally uninspiring.

The commentary is great, though. *WCW* ringside court jesters Tony Schiavone, Bobby "The Brain" Heenan and Mean Gene Okerlund add to the passages of play. If you down a foe by using the same simple tactic, these guys will call you on your cheap and unimaginative wrestling. The commentary also follows the play fairly closely and the guys come out with some classic one liners, such as "It would be easier to watch naked fat people doing cart wheels than this guy" and "This guy stinks so much I'm beginning to wonder if he is potty trained".

The game mechanics are generally about right, as the grapples, punches and other moves are well balanced and have obvious counters. However when playing against a friend the lightweight punches are perhaps too likely to knock a foe to the canvas, even though they don't do huge damage. This means that in multiplayer mode you tend to spend a little too much time doing simple hit moves (especially mid range kicks), knocking your mate to the ground, and then sticking the boot in for extra effect. It is less easy to get away with such lazy strategies against the computer and this is a good thing.

That said, computer opponents are far from consistently competent. You will also find that the computer doesn't act very aggressively, and as a result you can pretty much set up the other wrestler for whatever attacks you like. The computer doesn't send your foe on a mission to stalk you around the ring and prevent you from getting in position to do a move.

On a more positive note, *Mayhem's* context sensitive audio is a winner. The crowd really gets into the action and some of the music (especially the hip hop stuff) is really good.

So *WCW Mayhem* has a number of good points, and its fair share of flaws. The game is perhaps slightly behind *WWF Attitude*, and this is mainly because the collision detection and AI aren't as good as they should be. *Attitude* has more depth and is generally 'tighter' – even if it is harder to get into, and the wrestlers don't move as smoothly as *Mayhem*. However if you are after a simple wrestling game that you can pick up and play and pull off cool looking moves quickly, then *WCW Mayhem* has the edge in this department. So it just depends on how seriously you take your wrestling – if this is possible!

Steve Polak



ALTERNATIVELY

WWF Attitude 8/10 PSM 8
WCW Nitro 6/10 PSM 5
WCW Thunder 5/10 PSM 11

VERDICT

7

GRAPHICS
 GAMEPLAY
 LIFESPAN

7 Everything moves fast, but at times wrestlers don't look very solid.
 7 The moves come off with ease, but AI and collision errors are annoying.
 6 Not a game for those who really like to delve deep into their ringcraft.

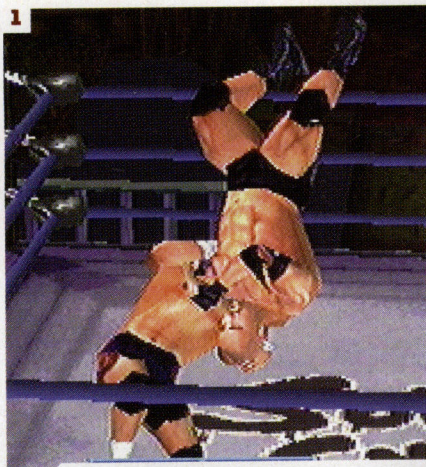
Good, but not great. It looks decidedly mediocre compared to *WWF Attitude*. Novices might want to try it, though.

dual
shock

multitap

memory
cardnumber
of players

1



2

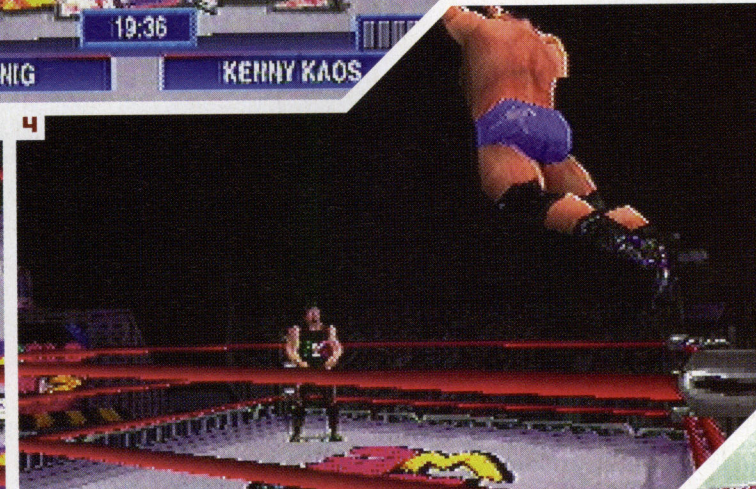


- 1 The combos are not complicated - simply hit a button and a direction.
- 2 Just stick your wrestler's arms up in the air if you want to empty the ring...
- 3 There is a strong emphasis on showmanship, so there's plenty of whacking opponents with large inanimate objects.
- 4 The vast array of moves and holds are fairly easy to execute...
- 5 ...though, trying to remember all the different variations is another matter.
- 6-8 For the first time in a wrestling game you can head backstage where your antics are picked up by a security camera.
- 9 Despite the range of options, gameplay varies little.



3

4

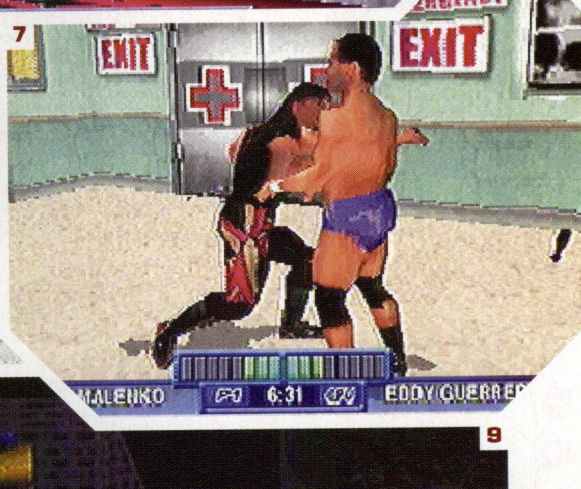


5



6

7



8



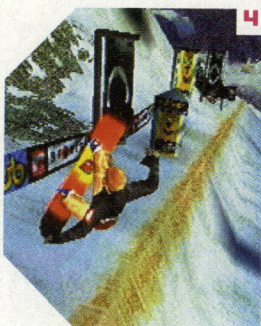
9

dual
shock

analog

memory
card2
number
of players

- 1 Big air and nose grabs are the order of the day.
- 2 I hope you did your warm-up exercises this morning!
- 3 The action heats up...
- 4 Big, clean ramps to be found.
- 5 Ready, set, go!
- 6 Like, be at one with nature, man.
- 7 Is it a bird? Is it a plane? No, it is a snowboarder about to eat ice.



MTV Sports: Snowboarding

Music, television and snowboarding. Could this sim contain all the secrets to eternal happiness? Well punters, rest assured, *MTV Sports: Snowboarding* delivers the goods.

This title should appeal to any extreme sports fan – and these days there are plenty of 'em! For anyone who lives on a staple diet of music and well ... snowboarding, this game should be an instant hit.

MTV Sports: Snowboarding matches or betters *Cool Boarders 3* in most areas of gameplay. Most noticeably, there is much greater freedom to explore the six international mountains that are available. They are a lot wider, are contoured better and offer more variety than Sony's popular sim.

There are six playable characters with a further secret character waiting to be unlocked. As usual, each character has their own strengths and style. These are based on their sex, height and preferred stance. All of the riders react and bust tricks fluidly, which is a credit to the gameplay and graphics, and they are all equipped with real life sponsors and snowboards. The game's physics are reasonably realistic; they are true to each rider's distinct physical statistics and react according to the mountain terrain.

As you may expect from a game with MTV branding, the music that is included is cool (bad pun intended). With a pumping punkesque soundtrack featuring some of today's hottest bands, including Blink 182, the soundtrack fuses well with the gameplay and should have you rocking down the slopes.

Initially, the game might seem a cinch to master, but this quickly changes as the top scores and qualifying totals make you realise the point scoring possibilities. There are 46 tricks and hundreds of trick combinations. Performing a massive spin as you watch the face of the mountain drop away beneath you is the most spectacular and best way to quickly accumulate points.

Training, Qualifying, Challenge, Head-to-Head and Create-a-Park

are the five playable modes available. Despite being rather self-explanatory, the modes allow you to compete in five events. You can ride the mountains competing in slope-style, half-pipe, free ride, boarder X and big air. All the events are top fun and it is a matter of personal choice to find your favourite.

Frame rates are quick and there's no hint of slow-down when the pace heats up. In fact, the adrenaline surge as you accelerate down a particularly steep part of the course is one of the highlights of *MTV Sports: Snowboarding*.

As with real boarding, the best way to approach these sometimes treacherously rocky-mountains is to keep flowing and maintain momentum. There is no point fighting gravity when snowboarding and this has been re-created by the development team. For maximum air, ignore any danger signs and go for it! Behind most 'Danger' signs littered through the courses you'll find huge cliffs to launch off. Radical, man.

There's a reasonable two-player mode, and an added bonus is the Create-a-Park section. This not only gives lifespan to the game, it promises boarders the chance to use their imagination and conjure up all manner of gnarly slopes. But while this is an excellent feature and the first of its kind to appear in a snowboarding sim, the mode is disappointingly limited. There are only a few elements to place down on the track, the best of which are the jumps. Also, the hazards are minimal and the distance of the course is pre-set and frustratingly short.

Overall, *MTV Sports: Snowboarding* is top fun and entertaining. As far as snowboarding sims go, this is one of the strongest we've seen, with a great emphasis on performing wild tricks.

Richie Young



Just the increased freedom of the mountains makes this snowboarding sim a winner. A worthy rival for *Cool Boarders 3*.

Publisher: **GT**

Developer: **THQ**

Release date: **December**

Origin: **US**

Style: **Snowboarding sim**

Price: **\$89.95**

ALTERNATIVELY

Tony Hawk's Skateboarding	9/10 PSM 27
Cool Boarders 3	8/10 PSM 17
Cool Boarders 2	8/10 PSM 21

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Smooth, fast and clean.
- 8 Great fun. Go fast, hard and get huge air.
- 7 Create-a-Park mode should have offered a little more.

Medal Of Honor

Okay men, listen up. The Nazis have our boys at high command worried. They have moved to cut off supply of Belgian chocolates, and intelligence thinks they may be planning to substitute our entire parliament and force us all to drive Volkswagens. You must save us... Or die trying.

The OSS was the forerunner to today's SAS (Special Air Service) and was commissioned early in the war to liaise with the French underground and to carry out sabotage and reconnaissance missions behind enemy lines.

Medal Of Honor puts you in the shoes of an OSS operative charged with the responsibility of putting as many holes in Nazi scumbags as your ammo pouch will allow, and of course completing a few objectives on the way. It's a realistic shoot 'em up with impressive attention to detail.

Medal takes a first-person perspective and uses the Dual Shock very well, including five different control setups to suit your taste. First-person shooters are always a bit tricky to play with a pad, but Dreamworks has done an excellent job and *Medal* works just as intuitively and effectively as *Quake II*. Your character can jump, crouch, lay prone, snipe, grenade and even go ape with fixed gun emplacements. On some missions you'll also get to work undercover as a German officer, stealing ID papers and popping off Nazis with your silenced pistol.

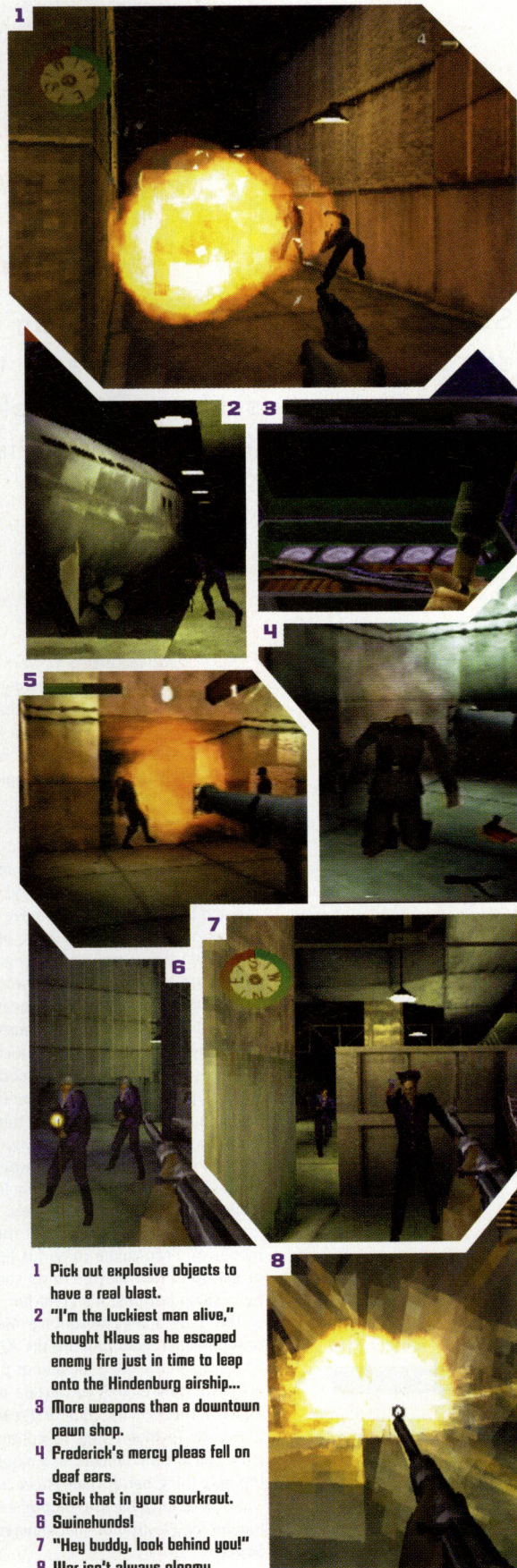
There are some wonderful animations when you hit an enemy in a particular part of their anatomy. They grab their arms and feet, shake their hands and fall on their butts. You can even shoot off their helmets and shoot grenades out of their hands so that they explode at your enemy's feet, which is great fun. Be careful of the German Shepherds though; they'll pick up the grenade in their mouth, whether it's theirs of yours, and run straight for you.

One of the game's strengths is the wonderful atmosphere created by the great audio and simple yet effective visuals. There have been flashier PlayStation games, but war isn't pretty and doesn't need to be shown that way. The dark surroundings in most missions combined with the stirring Spielberg-esque music and well-designed levels really keep you on the edge of your seat.

Unfortunately there are a few minor problems which stop *Medal Of Honor* from being a total classic. The main one being the occasionally dodgy artificial intelligence of your enemies. Sometimes (and it is pretty rare) they just don't see or hear you, even when you're right next to them, and there are also a few weird issues with throwing grenades. If there is a ledge or low wall in front of you when you throw, sometimes the grenade will just plop down at your feet, causing a major "run away, run away" panic!

Overall, this is one of EA's best releases for the PlayStation and a game that will be remembered fondly by players for years to come. It's a PlayStation exclusive to boot. Well done, chaps.

George Soropos



- 1 Pick out explosive objects to have a real blast.
- 2 "I'm the luckiest man alive," thought Klaus as he escaped enemy fire just in time to leap onto the Hindenburg airship...
- 3 More weapons than a downtown pawn shop.
- 4 Frederick's mercy pleas fell on deaf ears.
- 5 Stick that in your sourkraut.
- 6 Swinehunds!
- 7 "Hey buddy, look behind you!"
- 8 War isn't always gloomy.

VERDICT

9

ALTERNATIVELY

<i>Quake II</i>	10/10 PSM 28
<i>Syphon Filter</i>	8/10 PSM 24
<i>Rainbow 6</i>	8/10 PSM 28

One of the best single player first-person action games on the PlayStation, it works very intuitively with the Dual Shock.

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Atmospheric graphics really put you behind enemy lines.
- 9 A better single player game than *Quake II*.
- 9 A large number of complex and difficult missions.



Music 2000

So you want to make your own tracks but you don't have a couple of grand to fork out on professional studio gear? Check this out and make beautiful music with your PlayStation.

Publisher: **Ozisoft**
 Developer: **Jester Interactive**
 Release date: **December**
 Origin: **UK**
 Style: **Music creation**
 Price: **\$79.95**

This is no mere game, *Music 2000* is a program that transforms the PlayStation into a recording studio capable of producing wicked tunes. If you are into house, bigbeat, funk or techno, and you want to produce your own tracks, this is a must-have. It has all the basic features of a pro sampler/sequencer setup without the steep learning curve or big price tag.

Music 2000 features a 24-track sequencer with a built-in note editor, and it has a BPM (beats per minute) range that can handle anything from hip hop beats to drum 'n' bass. You can work with preset riffs or build up your own from raw samples.

The most impressive feature is its ability to lift samples off audio CDs. It can record at sample rates up to 44.1khz and has some pretty serious sound manipulation and editing facilities. There is a built-in waveform editor, envelope generator, and filter section. You can apply high, low or bandpass filters to any sound. You can also sample up to 22 seconds of audio at the lowest sample rate. Is that all, you say? Hey, 20 years ago, a sampler capable of such a feat would have set you back a hundred grand.

Music 2000 also has a huge library of really good sounds — way better than those on the original *Music* which weren't really up to scratch for the serious bedroom banger. There are diva vocal riffs, world percussion, human beatbox, distorted wah guitar, and 808 and 909 percussion — almost a prerequisite for any dance track. The guitar samples are particularly good if you want to make bigbeat tracks, as are the Hammond, Rhodes, and Clav sounds — think *Dirty Harry*. Just imagine writing a soundtrack for *Driver 2...*

The 303 sounds could be better but there are some really fat synth bass sounds. Though if you have your PlayStation playing through your TV you probably won't hear the sub-bass sounds... Serves you right. There are sample CDs out there for a hundred bucks that aren't as good as this.

On top of all this, there are the video chase and music jam modes. You can create colourful, fit-inducing clips for your tracks, or get up to four players to do some live mixing of preset loops by bashing buttons. It's great fun, even for the tone deaf.

The only thing preventing *Music 2000* from becoming a professional studio tool are the A/V outputs on the PlayStation, which are a little noisy for serious pro use. Hopefully PlayStation2 will have quieter D/A converters or the ability to run audio out digitally through its USB or firewire interface. The only other drawback is that trying to control all these functions with a gamepad is a bit difficult, so a mouse is recommended. That said, the only thing better than *Music 2000* is a \$2000 pro sampler.

So there you have it, a comprehensive creative music production tool for the PlayStation that improves on the original in every way.

Squig

Squig has been a professional DJ/Producer for over 10 years. His most recent project is PTAU *Sambanova*.



1 The interface is much cleaner and easier to use.

2 Instrument samples are now far more realistic.

3 I want my own MTV.

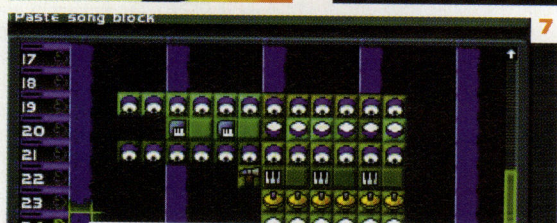
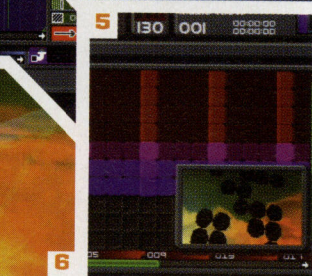
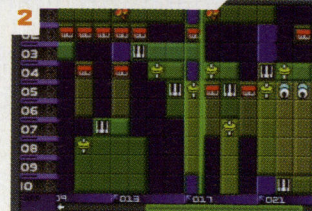
4 So that's what a sample actually looks like.

5 Edit your animations.

6 Trippin'.

7 There are demo tracks for you to fiddle with.

8 Cooperate with your mates and make some funky noise.



ALTERNATIVELY

Music 9/10 PSM 16
Um Jammer Lammy
 8/10 PSM 25
Baby Universe 4/10 PSM 16

VERDICT

9

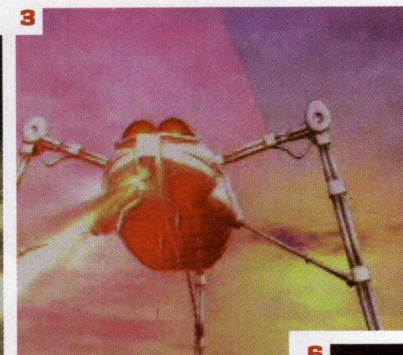
GRAPHICS
GAMEPLAY
LIFESPAN

8 The interface could be a little more professional.

7 Although it's not really a game, it is still a hell of a lot of fun.

10 As long as you're interested in making music, it'll never bore.

An amazingly powerful piece of software that improves on the original in every aspect and has no competition on any game platform.



- 1 Pin-point blasting is the key to most levels.
- 2-4 The Martians are as menacing as ever in their tripods and you're forced to fight them with turn of the century gear.
- 5 You'll have to forage, transport troops and do reconnaissance.
- 6 While in some bits you need to drive and shoot at the Martians, in others only your gun skills are required.

The War Of The Worlds

The goods: Electric gadgets, trucks and whole teams of crack commandos. The mission: To conquer a Martian invasion. The year: 1898. The music: '80s electronica.

If you enjoy a spot of motorised destruction then *The War Of The Worlds* could get your engine throbbing. If, on the other hand, you regard *Final Fantasy VIII* and *Gran Turismo* somewhat lacking in depth, you'd probably best do a U-turn right now.

For those too young to remember, Jeff Wayne re-invented HG Wells' *The War Of The Worlds* back in the '80s with an album featuring the vocal talents of Richard Burton and Nigel Hawthorne and tunes fashioned out of purest electronica. The game *The War Of The Worlds* owes plenty to this best-selling vinyl oddity, but just as much to PlayStation titles like *Twisted Metal* and *Vigilante 8*. If you're not driving around blowing things up you're stationary and blowing things up so that friendly convoys can deliver more vehicles to blow things up with. *WOTW* on PlayStation, you see, is nothing like *WOTW* on PC. While the PC game is big on strategy — *C&C* with tripods — the PlayStation game is an all-action blast.

You're dropped straight into the fray with only a puny gatling gun mounted on your truck, so you've got to learn how to shoot accurately. There are 14 missions to complete, each more complex than the last, though the basics remain constant. Drive around and collect manpower, drive around and collect items, drive around and shoot Martians. Individual tasks are communicated to you as they arise, although occasional vague messages can lead you astray. Otherwise it's all dreadfully straightforward. The driving isn't a problem, as no matter how haphazardly you steer, the

vehicles sustain no damage. The skill is in completing the tasks required while simultaneously doing away with any Martian presence in the vicinity.

There's no way of getting around it; *WOTW* is visually ropy. Martian war machines suddenly disappear rather than fade into the distance, dodgy explosions engulf vehicles causing them to disintegrate into ragged girders, unrealistic bullet scars appear on nearby and faraway objects. In short, it's a pooch's early morning meal. But at some basic level *WOTW* still works somehow. Unlike many games of this kind the controls are forgiving and intuitive. You slide round rather than get stuck behind obstacles, while switching control from your direction of movement to the direction in which you're firing is easier than it sounds. In perfect harmony with Wayne's mellifluous soundtrack, playing *WOTW* is the gaming equivalent of easy listening — enabling you to happily rumble about collecting personnel and vital components while spraying leaden death at anything on three legs.

There's no denying that *The War Of The Worlds* is neither original nor imaginative enough to deserve a top score but strangely it's only those technical problems that prevent it from sneaking a 7/10. There's only so much pop-up or painfully slow gun tracking that you can take before concluding that, no, this isn't quite as much fun as you thought. As Wayne's lyrics wail, "The chances of anything coming from Mars/Are a million to one they said". Maybe he meant anything really good.

Pete Wilton

Publisher: **GT Interactive**

Developer: **Pixelogic**

Release date: **December**

Origin: **UH**

Style: **Sci-fi shooter**

Price: **\$79.95**

ALTERNATIVELY

<i>Command & Conquer</i>	9/10 PSM 15
<i>Twisted Metal 2</i>	9/10 PSM 3
<i>Vigilante 8</i>	7/10 PSM 12

VERDICT

6

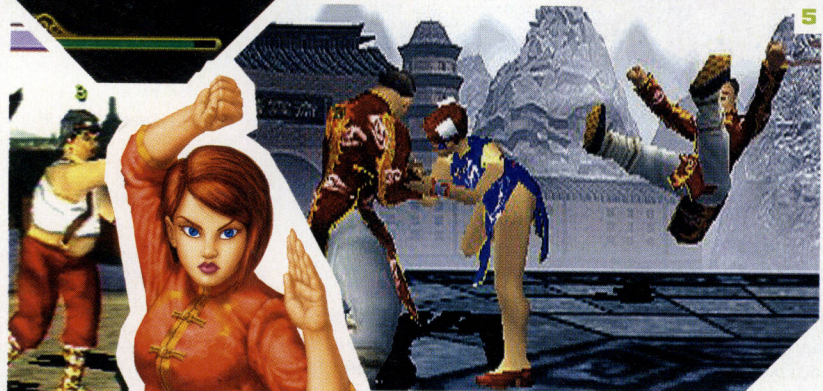
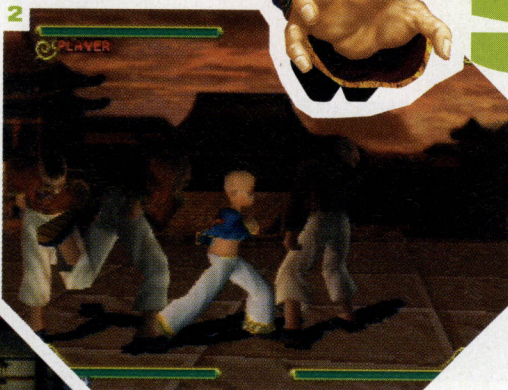
Some great tunes and ideas are marred by shoddy construction. If only the mechanics of driving around were more enjoyable and the graphics tighter and cleaner this would have been a blast.

GRAPHICS
GAMEPLAY
LIFESPAN

- 5 Passable at times, but descends into raggedness.
- 6 Lots to blow up, but little strategy required.
- 6 Surprisingly enjoyable if you ignore its faults.



- 1 Multiplayer fighting frenzy.
- 2-3 Even toddlers and endangered species can scrap.
- 4 "Call me King of the Mountain".
- 5 Bruce tried to sneak up behind the two fighters to get a cheap hit, but he didn't see the banana peel until it was too late...



Shao Lin

Don your white pyjamas and start practicing your Bruce Lee yelps. The world is in trouble and only your special abilities can save us from the evil that threatens the world.

For any fan of martial arts movies, the words *Shao Lin* evoke images of two-fisted baldy monks in orange robes who give sticky rice and pork buns to the needy and broken ribs to anyone else. Made famous by legend Bruce Lee in his film, *Shao Lin Wooden Men*, the devotees of this gung-ho religion lay claim to inventing Kung Fu and being its ultimate practitioners.

Shao Lin is one of the most innovative fighting games yet made for the PlayStation, living up to the early promise of delivering multiple opponents and an in-depth storyline. It's not much to look at; the graphics are slightly sub-standard compared with other new PlayStation games but, like *Tobal 1*, this is made up for by other aspects of the game design.

The main claim to fame for *Shao Lin* is its ability to put multiple fighters on screen at once, and in allowing eight-player Vs battles with everyone in the arena at the same time. This explains the simplicity of the game's graphics (multiple fighters equals a lot of polygons and AI) and the 3D engine manages to run smoothly, no matter how much is happening on screen.

The other notable feature of *Shao Lin* is its story mode, which almost qualifies as an RPG in its own right. Unlike other titles that include a story mode simply as their Vs game in another guise, the story mode is the main focus of *Shao Lin*.

You begin your adventure as a little grasshopper, young and unskilled. There are eight different fighting styles to choose from when you begin the game: Drunken Boxing, Eight Extremities Fist and Shao Lin to name a few, and your starting point in the game is determined by which school you follow. The fighting style is quite realistic and reminiscent of *Tobal 1*; you won't find any belly button laser beams or psychic wonder powers here!

As an orphan (your parents were killed on a Japanese game show) the local innkeeper raised you and your journey begins when you challenge the local school and defeat its master. As in an RPG, your character has levels, experience points and a health rating, all of which increase over time. Eating at restaurants can boost your health, and inns allow you to sleep to regain your energy. Eventually you must defeat all the schools and gain their knowledge to build up enough power to defeat the bad guy in the final show down.

The Vs game pits all the characters from the story mode head-to-head and also allows four-player multiplay, making it a great party game for people bored with racing, dancing or rapping!

George Soropos

Publisher: **GT Interactive**

Developer: **Polygon Magic**

Release date: **Out now**

Origin: **Japan**

Style: **Beat 'em up**

Price: **\$89.95**

ALTERNATIVELY

<i>Tekken 3</i>	10/10 PSM 26
<i>Tobal 1</i>	9/10 PSM 2
<i>Bushido Blade</i>	8/10 PSM 7

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Not up to par with the latest titles but adequate for the job.
- 8 Gang-Bang battles, lots of fighting styles and deep story mode.
- 8 The story mode doesn't fade after a single trip through.

We loved the realistic fighting styles and RPG-style story mode. This is the most innovative fighting game in a long while.



analog

dual
shockmemory
cardnumber
of players

1

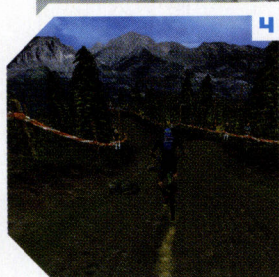


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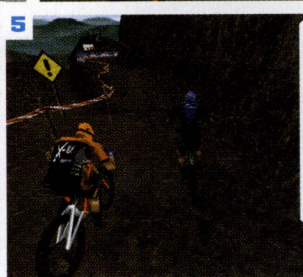


3

- 1 Snow chains not supplied.
- 2 Have No Fear, two player competition is here.
- 3 Most courses are tighter than Uncle Scrooge.
- 4 Gettin' down 'n dirty.
- 5 Jump for joy.
- 6 Press H to swear or O to yodel.
- 7 Pity, but you can't attach spokey-dokeys, baskets, flags or bells to your bike.



4



5



6



7

No Fear Downhill Mountain Biking

Riding a bike down a cliff. Only a nut would do it in the real world. Here is the survivable option.

The whole extreme sports thing certainly has gained a lot of momentum in the videogame world of late, and now that downhill mountain biking is here, who knows what will be next? 'Extreme tiddlywinks' perhaps...

No Fear Downhill Mountain Biking is, on the face of it, a solid workmanlike effort. The visuals are okay, but not spectacular, and the action is interesting, but only really likely to get you excited if you are into the whole cycling down cliffs thing in the real world.

There are six places for you to race at the start, and all of them have one factor in common. They usually involve zooming like a mad thing downhill at breakneck speeds. The bikes handle reasonably well, and it isn't particularly hard to pick up and play the game. Purists will also appreciate the setup side of the game which lets you change tyres, suspension (front and rear), wheels, frames, gear ratio, brakes and so on. You can also choose from a number of riders with different attributes like power, balance and how quickly they recover from exhaustion.

This last attribute is significant, as unlike a racing car game the riders get knackered, so you can't always be pushing them to pedal faster or they will have no 'get up and go' when you need it. Instead you must use the terrain strategically. Pedalling like a maniac on the flatter bits and cruising when you are going downhill or entering a corner is the way to victory.

Aside from the racing options (tournament, single race two-player, and championship), you can also stuff about and do tricks. This aspect of the gameplay is interesting, and it is a pity that it

hasn't been properly integrated into the gameplay. Doing tricks during a race isn't at all useful, in fact you are penalised for doing them because you could crash, so it looks a little like the tricks have been thrown in as an afterthought.

There are three views at your disposal, and the handlebar view is best. When you do take a fall it also looks rather painful – especially if you are male, as the groin region gets a hammering.

No Fear also plays in two-player split screen mode, and this is perhaps the best way to enjoy the game. The frame rate is compromised a little, and you will find the action isn't quite as visually appealing as the screen is also cropped as well as split, but it is a necessary trade-off.

In single player mode the solitary nature of the gameplay is disappointing. You are always pitted against one other racer, and it would have been more exciting if you could have whizzed past a gaggle of riders rather than just having to pass one person. It might not be realistic, but it'd be more fun. Same goes for the tight, restrictive courses. And at times you can also have crashes that don't seem to make sense. Falling off the bike because you landed after what was a small jump is a bit disappointing, but thankfully it is not a regular occurrence.

So at the end of the day *No Fear Downhill Mountain Biking* is a fine example of a downhill mountain bike riding game, as long as you are into that sort of thing. Nitro-fuelled racers might find the game a little too slow though.

Steve Polak

Publisher: **Ozisoft**

Developer: **Codemasters**

Release date: **Out now**

Origin: **Sweden**

Style: **Racing**

Price: **\$79.95**

ALTERNATIVELY

Tony Hawk's Skateboarding
9/10 PSM 27
Cool Boarders 3
8/10 PSM 17
Championship Motocross
7/10 PSM 28

VERDICT

7

The game's single player option doesn't offer much of a challenge. Overall it probably deserves a 6 if you don't like the sport and an 8 if you're mad keen.

GRAPHICS
GAMEPLAY
LIFESPAN

7 Not outstanding. The sensation of going down slopes is good.
7 Depends on your personality – it's not Nitro-fuelled insanity.
6 Plenty of tracks but lacks challenge.

FA Premier League Manager 2000

Publisher: EA Developer: EA Sports Release date: Out now Origin: Canada

Style: Soccer management Players: One Extras: Memory Card Price: \$89.95

Coming after the groundbreaking *LMA Manager* is a tough ask. The goalposts haven't just been moved, they've been relocated to a different stadium altogether. Like *LMA* you can view the game action in real-time. However, while the action may look realistic, the actual play is anything but. There are stats for shots on goal and assists, but nothing to show tackles and passes attempted and missed, so there's no sure way of knowing how your players are performing. While

VERDICT

6

some tactics can be altered before the match, once it's underway all you can do is change formation and bring on subs. When a player suffers an injury the game immediately replaces him without giving you the chance to check the replacement's form or skill. The scouting system makes you wade through awkward menus, remember some dodgy names and, if a player rejects your offer, go through it all again. Had it come out last year, it might have got away with all its problems. Now it looks in danger of being relegated. **PW**



Madden NFL 2000

Publisher: EA Developer: EA Sports Release date: Out now Origin: US Style: American football sim

Players: Eight Extras: Memory Card, Dual Shock, Analog, MultiTap Price: \$89.95

Madden is no longer plagued by sluggish gameplay or lacklustre graphics. This is the best NFL sim. It's faster and smoother, while also more pleasing to the eye. Improvements include varied player sizes, better weather effects, and loads of new player animations. You can really feel the big hits. This is a comprehensive sim,

VERDICT

8

while still being loads of fun to play, even for Australians bemused by the sport. It's fast moving, player artificial intelligence is realistic, controls

are good, and there's a huge array of game modes. You can play up to 30 consecutive seasons with statistical tracking, and design your own plays with a nifty, but fiddly, play editor. Challenge mode adds another dimension to the game with specific objectives like completing a long pass or holding a team to a low score. Success opens up new stadiums, hidden teams and new options. *Blitz 2000* might be the superior arcade blast, but this is comprehensive, and a good compromise between simulation and entertainment. **JH**



NHL 2000

Publisher: EA Developer: EA Sports Release date: Out now Origin: Canada Style: Ice hockey sim

Players: Eight Extras: Analog, Dual Shock, Memory Card, MultiTap Price: \$89.95

EA manages to again improve its smooth as ice NHL sim. This is the best ice hockey game, and importantly manages to deliver a faster game and smoother animation than '99. Of course it also has all the latest players, teams and arenas, plus a host of playing modes, including a 10-year career mode that allows you to draft and trade players and sees youngsters improving and aging over time. Player statistics now seem to make a much bigger impact. Two important

VERDICT

9

new gameplay elements are the new big hit button, great for slamming an opponent into the ice, and deke button, useful for faking out the goalie. Controls are more responsive than ever, particularly using analog, and boxing fans will like the new fighting controls. Presentation is outstanding, with lively commentary, top sound effects and gorgeous player animation. *NHL 2000* is realistic while never sacrificing fun. It's by no means an essential purchase if you already own an NHL game, but this is certainly the best in the business. **JH**



UEFA Striker

Publisher: Ozisoft Developer: Infogrames Release date: Out now Origin: UK Style: Soccer sim

Players: Four Extras: Memory Card, Dual Shock, Analog, MultiTap Price: \$79.95

This features a wealth of top European and international teams, and all of the usual competition options are present and correct. There's also an enjoyable training mode, similar to the one in *LiberoGrande*. In addition to familiarising you with the controls it actually rates your performance, with top scores earning you bonus teams to play with and all manner of other perks. Playing the game turns up few surprises. It plays an obviously intelligent game of soccer and

VERDICT

7

runs at a decent speed. The player animations are superb, and the whole package is extremely well presented throughout. It's difficult to put a finger on what makes *Striker* a great title rather than a superb one, but playing it simply doesn't feel as good as some of the opposition. While tackling is unnecessarily difficult, on-goal headers and overhead kicks are unnecessarily easy. The balance just isn't right, there's too many spectacular goals, and lesser sides are simply slower rather than less skillful. Too many flaws to be a serious contender. **JC**



Hot Wheels Turbo Racing

Publisher: EA Developer: EA Release date: Out now Origin: US Style: Stunt racing

Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$79.95

When you were younger you may well have played with Hot Wheels cars. You might still be playing with them, and it's nothing to be ashamed of. If that's the case, there's no doubt that you'll get a kick out of *Turbo Racing* as it manages to capture the look and feel of those little cars surprisingly well. The cars are all modelled after real Hot Wheels

VERDICT

7

cars from the past and present and the tracks have been designed with thrills and spills in mind. Big jumps, tight twists

and corners plus some excellent loops and corkscrews make this a racing game unlike any other. You'll spend a lot of time in mid-air and in some of the stunt cars you can pull all sorts of crazy tricks like barrel rolls, helicopter spins and backflips. The controls are good and there's all the usual options. But the graphics are certainly not mind-blowing and it certainly could have been a bit faster and smoother. The sub-par visuals don't detract from the fun too much though and the excellent hard rock soundtrack makes the action kick that little bit harder. SC



Disney's Magical Tetris

Publisher: Sony Developer: Disney Release date: December Origin: US Style: Kids puzzler

Players: Two Extras: Memory Card, Dual Shock Price: \$59.95

It's not surprising that this obscenely addictive puzzler has undergone a revamp from Disney. Hung on an amusingly strange kiddie storyline which features mysteriously glowing gems and Minnie's "vegetable cookies" (Walt would turn in his grave) the game offers three modes in which to battle it out. There's Updown, Magical

VERDICT

6

and Endless in both single and two-player. Updown is the most infuriating and not advised for the easily stress-ridden. Most satisfying is two-player Magical

Tetris in which all manner of devilish trickery brings mutant blocks of 12 and (gasp) 20 bricks showering down your opponent's screen. Kids will appreciate the ghost guide at the bottom of the screen - most helpful in placing blocks, although taking some of the quick thinking and visual foresight typically required. But at odds with the kid-friendly exterior are the mutant block formations indiscriminately raining down upon a perfect gapless wall. *Tetris*, with only a slight twist and Disney Technicolor magic, breaks little new territory, but it is fun. JS



In recent issues

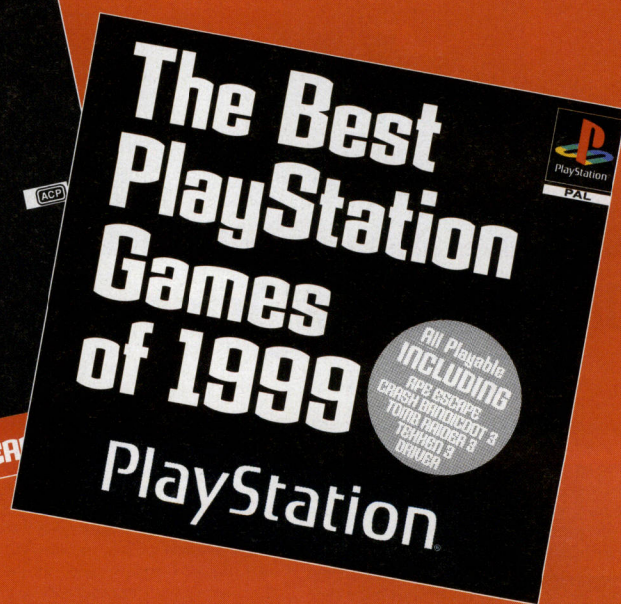
name	issue	score
360	PSM 27	2
40 Winks	PSM 28	7
Aironauts	PSM 25	4
Ape Escape	PSM 24	9
Attack of the Saucerman	PSM 26	4
Capcom Generations	PSM 25	5
Carnageddon	PSM 27	7
Championship Motocross with Ricky Carmichael	PSM 28	7
Chessmaster 2	PSM 25	8
Chocobo Racing	PSM 25	7
Colin McRae Rally Platinum	PSM 25	9
Crash Team Racing	PSM 28	9
Croc 2	PSM 24	8
Destrega	PSM 27	4
Dino Crisis	PSM 27	9
FA Premier League Stars	PSM 26	5
Final Fantasy VIII	PSM 28	10
Fisherman's Bait: A Bass Challenge	PSM 28	5
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Grand Theft Auto: London 1969	PSM 24	7
Gungage	PSM 27	3
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Kurushi Final	PSM 25	7
Lego Racers	PSM 28	6
Lucky Luke Platinum	PSM 28	6
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Point Blank 2	PSM 26	7
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Syphon Filter	PSM 24	8
Tarzan	PSM 27	7
Tekken 3 Platinum	PSM 26	10
Tenchu: Stealth Assassins Platinum	PSM 27	7
Tony Hawk's Skateboarding	PSM 27	9
Um Jammer Lammy	PSM 25	8
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78 powerline tips

Use the force in *The Phantom Menace*, pull off gnarly tricks in *Tony Hawk's Skateboarding* and *Street Sk8ter*, bash your mates in *Poy Poy 2*, get to the heart of *Soul Reaver*, and race like the wind in *Sled Storm*.

80 silent hill tips

If the spooky world of *Silent Hill* has given you the willies, consult our walk-through for the solution to every mind-bending puzzle.

88 any questions?

Join tips guru Richie Young as he ploughs through a mountain of mail of this month. There's helpful solutions to reader problems in games like *Gran Turismo*, *Metal Gear Solid*, *Syphon Filter*, *WWF Attitude*, *FIFA World Cup 98* and *Castlevania*.

no worries



Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for *PSM* has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or email playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.

Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month. If you can't see a cheat for a game you want, give the Powerline a try and have a pen and paper handy. Alternatively, try using the unique code that's printed on every game.

The Powerline gets around 1,000 calls a day and hundreds of titles are supported.

Just call ☎ 1902 262 662 and, once connected, press 0 to access the main menu. The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).

2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.

3. New and upcoming PlayStation games information.

4. PlayStation game of the month.

5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's permission before phoning. The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions.

POWERLINE

call 1902 262 662

press 0 for the main menu

press 1 to speak to a live member of Team PlayStation

press 2 for cheats heaven and have your game code handy

press 3 for new and upcoming games information

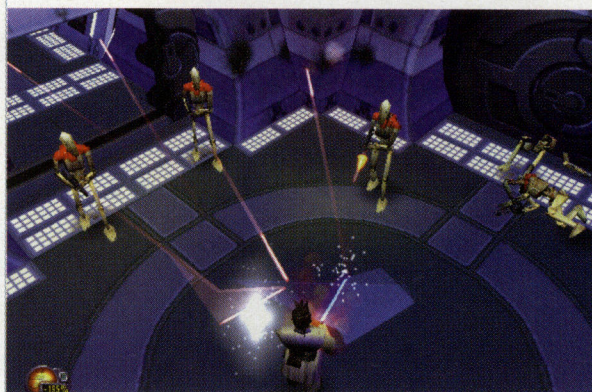
press 4 for PlayStation game of the month

press 5 for this month's top 10

press 6 for information on PlayStation peripherals

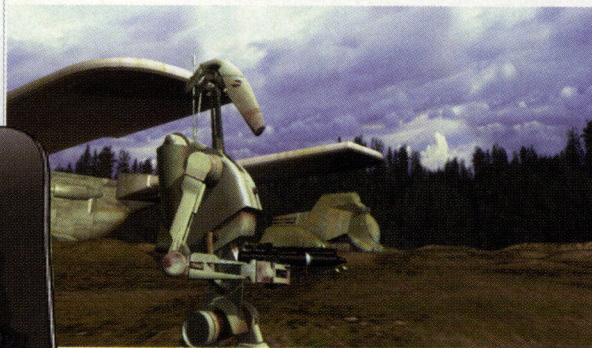
02034

Star Wars Episode 1: The Phantom Menace



Debug Menu

On the Main Screen, highlight the options menu but don't select it. Now press ▲, ●, ←, L1, R2, ■, ● and ←. If you entered the code correctly, you will hear a beep. Now press and hold L1, Select and ▲. A cheat menu will appear where you can select any level, you can hear any sound effect, you can watch any movie clip, and you can choose to play where your character cannot die. To start on one of these levels you have to exit the cheat menu, then start a new game. It will take you to the level that you selected. To watch the movies or hear the sound effects, highlight which one you want and hit the ✕ button. If you ever need to go back into the menu, all you have to do is press and hold L1, Select and ▲.



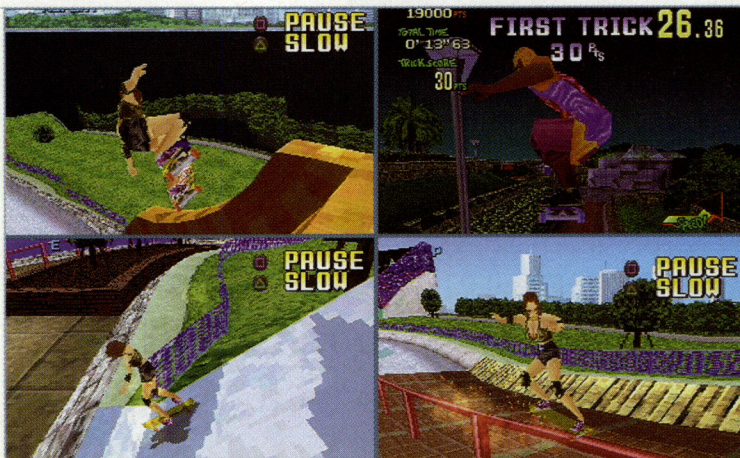
Sled Storm

02194

Play as Sergei: Enter ■, L1, ■, L2, ▲, R2 and ● as a password.

Play as Jackal: Enter L2, L2, ●, R2, ■, R1, L1 and ▲ as a password.





Street Sk8r

01759

Hidden Characters

Beating the game twice with the same character unlocks an additional one.

Character Unlocks

Ginger	Bonobo the Monkey
Frankie	Shao the Roller-blade Ninja
Jerry	Mick
TJ	Sarah

Unlock the Gates

Beat the Street Tour with each character to open the blue gates you couldn't enter before. Each character you do this with will unlock two gates.

Poy Poy 2

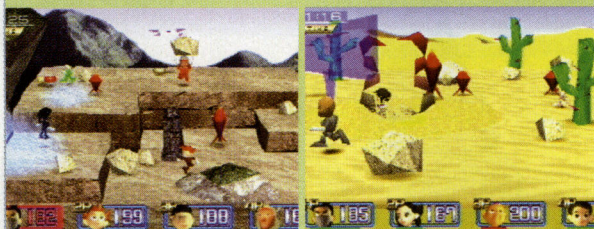
01536

Adjust Screen

To adjust the screen, hold down **X**, **▲**, **●** and **■** at the title screen. A grid will appear, and you can adjust the screen using the D-Pad — so long as you don't let go of the action buttons!

Suicide Bomb

If your character dies you can blow yourself up. To do so, rapidly press all of the buttons except the directional buttons until your psycho power is full.



Legacy of Kain: Soul Reaver

01301

Constrict

Pause gameplay then hold **L1** or **R1** and press **↓**, **↑**, **→** (x2), **●**, **↑** (x2), **↓**.

First-Person View

Press and Hold **R2+L2** while playing. Look out for our comprehensive guide to *Soul Reaver* next month.



Tony Hawk's Skateboarding

02055

Glitch for Extra Points

Skate towards the bowl. Get a lot of speed in the bowl and ollie out towards the video screen right beside it. Try to land on top of it and hold **▲**. If you do this right, your guy will be stuck in one spot and you can link tons of tricks together and not land. Don't wait to get down too long, as the game freezes up after a while.

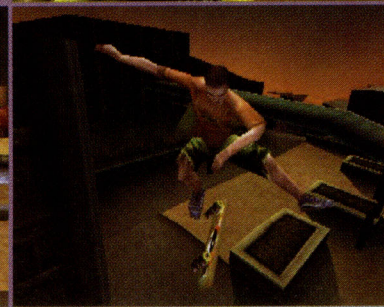
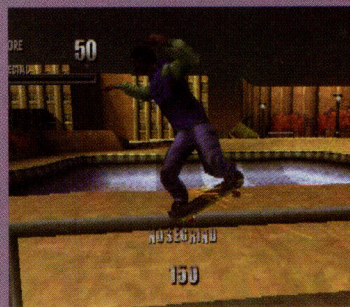
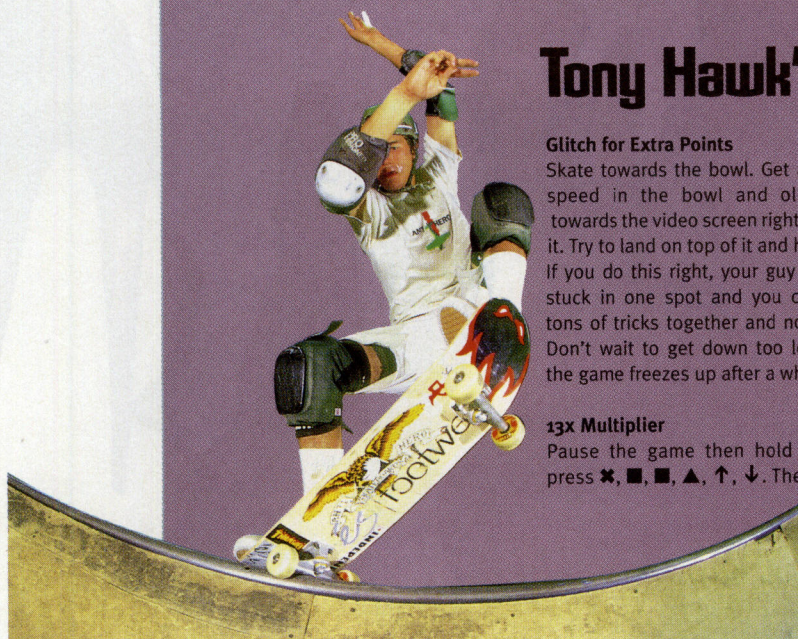
13x Multiplier

Pause the game then hold **L1** and press **X**, **■**, **▲**, **↑**, **↓**. The pause

screen will shake and then you will have 13 points in all stats for the current skater.

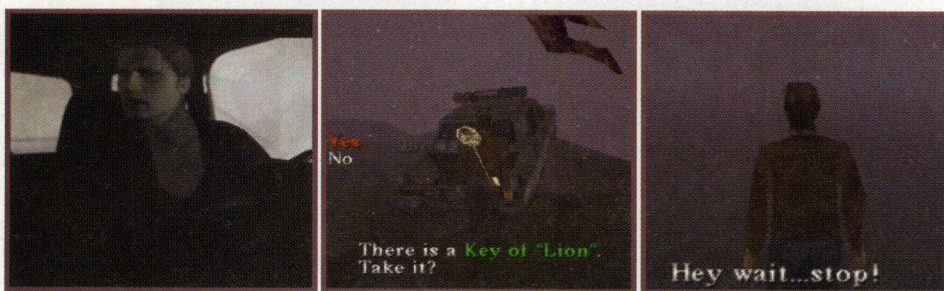
Play as Officer Dick

Use a single character to get all 30 tapes in career mode.



Silent Hill

Finally, no more peeking out from behind your sofa, or sleeping with the light on. Here's the complete walk-through for *Silent Hill*. Note: If you really don't want to know how to do it, please look away now.



THE GREASY SPOON

Objects: Map, Flashlight, Kitchen Knife, Radio, Health Drinks (x2)

The first section's obvious. Follow Cheryl down the path, get attacked by the baby zombies and you'll wake up in the café. Have a chat to Cybil to get the handgun, then pick up all the other items lying around. Make a save point with the notepad and try to leave. A big flying jabberwock comes through the window. Shoot it, grab hold of the radio and leave the immediate vicinity.

THE STORE/CAR

Objects: First Aid Kit, Channelling Stone (Next Fear only), Boxes of Bullets (x2), Health Drinks (x4)

Amble around town picking up a few goodies before heading back to the alleyway where you were first attacked. Northwards, near the store, you'll find a couple of boxes of bullets on a bench on the right. Carry on up to the store and you'll find three health drinks, a First Aid Kit and another save game point. Leave and head north again until you find your



crashed motor and another health drink. Bag it, then run back to the alleyway.

Next Fear only: In Next Fear mode you'll find a Channelling Stone in the store. That'll give you access to the fifth ending of the game.

THE ALLEY

Objects: Boxes of Bullets (x2), Note from Cheryl

Avoid any creatures you stumble across down the alley – that's a good rule to follow when you are playing most of the game. Conserve ammo by dodging the critters. At the dark end of the street you'll find a note from Cheryl and another batch of ammo. Scan the letter and head back to Main Street.

TO THE SCHOOL

Objects: House Key, Note from Cheryl

Use the map to get yourself to Levin Street. Then head down to Matheson where you'll find a huge pit in the road and another letter from Cheryl telling you to hurry along to the doghouse on Levin Street. The kennel's on the left, shoot out the mutts and grab the key hidden inside.

IN THE HOUSE

Objects: Boxes of Bullets (x2), Health Drink, Hatena (Next Fear only), First Aid Kit

Bag the Band-Aid kit inside the front door and head down into the kitchen where you'll find two more boxes of shells, a health drink and a map by the back door. Three locks bolt the door, so you're now looking



for the three equivalent keys. Make a save point and head back out into the smog.

Next Fear only: You'll find a Katana in the room on the right as you head into the kitchen.

ANOTHER ALLEY (BASKETBALL COURT)

Objects: Key of Woodman, Health Drink

Check the map and you'll notice a long red line running down an alley off Finney. Watch out for the monsters and check out the chain link fence on the right. You'll see a gate you can sneak through into a basketball court where you'll find a health drink in a rubbish bin. Fish it out and grab the Key of Woodman underneath the basketball net.

GETTING DARKER

Objects: Health Drinks (x2), Key of Lion, First Aid

Kit, Key of Scarecrow, Box of Bullets

Head back to Finney and turn right, walking until you see the collapsed bridge and the police car. Grab the bullets next to the car and you'll find the Key of Lion in the boot. Down the next road (Elroy) you'll see another collapsed road, bear right and you should spot a plank leading over to the back door of the house. Here you'll find a health drink and your third key, that of the Scarecrow. With all three keys pocketed, retrace your steps to the dog kennel, pausing only to pick up the health drink in the porch at the far south end of Levin.

ROUND THE BACK

Objects: Health Drinks (x2)

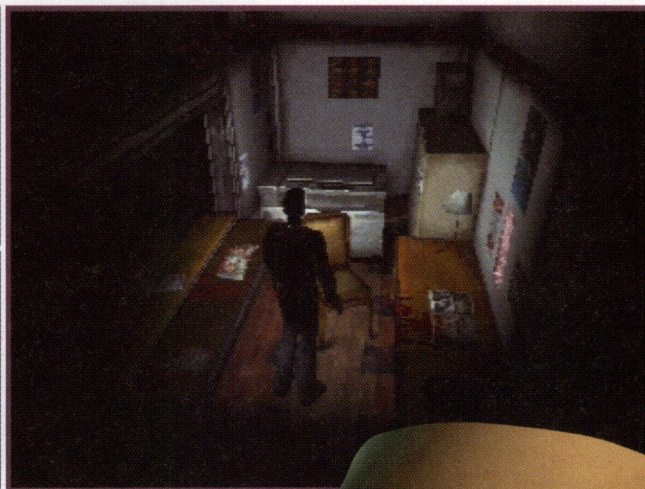
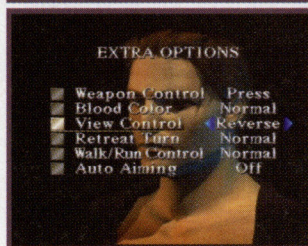
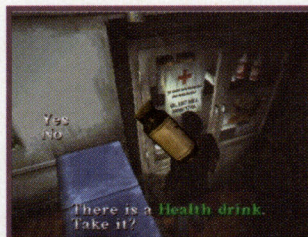
Unbolt the door in the kitchen and head through into the backyard gloom. You'll notice the lights begin to dim supernaturally, and you'll need to flick on the flashlight to find your way. Bag the health drinks from the garden table and dart through the door at the end of the garden and into another alleyway.

BACK TO SCHOOL

Objects: Health Drinks (x3), Boxes of Bullets (x2)

Head up the alley and bear northwest across the road to the collapsed bridge. You'll find a few dogs here, but dodge them as best you can. If you feel the need to kill them you'll be rewarded with a box of shells and a health drink.

Head south towards the school and bag the



goodies on the way. There's another box of bullets down the alley between Levin Street and Midwich. Follow it down to Bloch Street and bear west and south to the school. Just past the building you'll find a busted up school bus where you'll find a save game spot and a pair of healthy drinks. Then it's time for school.

THE SCHOOL (RECEPTION)

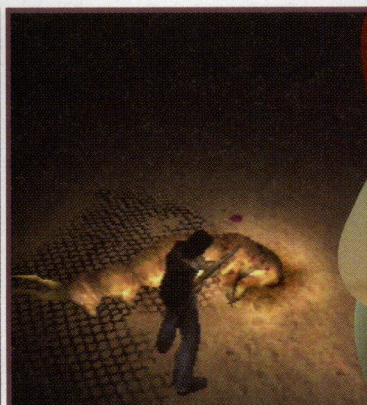
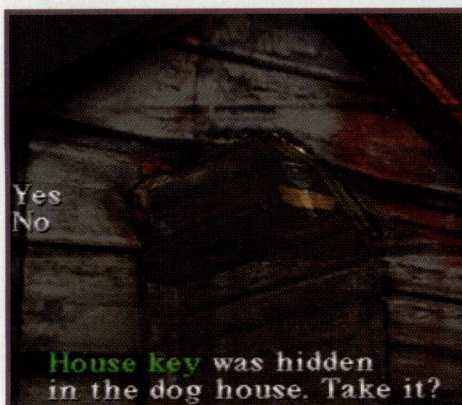
Objects: School Map, Box of Bullets

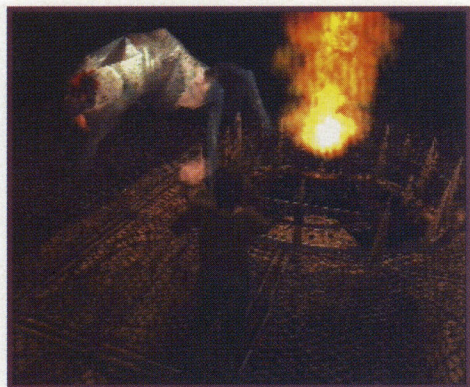
You'll find a map just inside the entrance to the school. Nab it and head off into the main hallway to the reception area. A collection of bloody notes sit on the desk; scan through them and head into the room at the back of the reception area for a box of bullets. Take the picture from the wall and check out the teachers' register on the counter as you leave.

THE SCHOOL (INFIRMARY/ COURTYARD/HALLWAY)

Objects: First Aid Kit, Health Drink, Box of Bullets

Check the map and head towards the infirmary; you'll find another pint of health here and an extra Band-Aid box set. Save and head out into the main courtyard. Whack the pair of baby zombies and rush through the doors on the opposite side of the yard. Avoid the zombies in the hallway and grab the box of bullets at the end. Head through the western doors into the hallway.





THE SCHOOL (HALLWAY/SECOND FLOOR)

Objects: Boxes of Bullets (x3), First Aid Kit, Chemical, Gold Medallion, Health Drink

Run up the stairs, into the first classroom for the health drink, then through the next classroom and into the ladies lavatory for a box of shells. Back along the hallway you'll see a door on the right near the stairs you came up. Head on there to another hallway. In the Lab Equipment room grab the bottle of acid and dash into the Chemistry Room, where you'll find a hand on the counter. Douse it in the acid and you'll receive the Gold Medallion. Bag the bullets, head along the corridor and into the Library. You'll find a First Aid Kit here, grab that and use the southern stairs to get to the lower level. Back in the Courtyard use the medallion on the spot to change the Clocktower time to 12.00.

THE SCHOOL (MUSIC ROOM)

Objects: Silver Medallion

Your next medallion is in the Music Room on the second floor. Head up there and scan the poem on the wall (something about birds apparently...). Work it out for yourself, or just follow the picture guide. The medallion pops out of the wall, rush it back to the Clocktower and change the hands round to show 5.00.

THE BOILER ROOM

Objects: None

Dead simple. Flick the red switch and head back into the Courtyard. The Clocktower doors have now swung open, so break on through to the other side. Ahem.

THE POSSESSED SCHOOL

Objects: Rubber Ball, Health Drinks (x2), Shotgun, Picture Card, Boxes of Bullets (x2), First Aid Kit, Ampoule

Skip up the steps and straight into the twilight zone.

You'll emerge in another version of the courtyard – some kind of strange alternate reality. Head straight through two sets of double doors to pick up the First Aid Kit and a box of gun bullets, then back up and go into the Storage Room for the Rubber Ball. Take your ball through to the top right-hand classroom and grab the Picture Card before heading through the south door, through the next classroom and into the bottom right-hand hallway. North of here you'll find a healthy liquid to imbibe if needed. Rush back to the Infirmary, save, bag the two health products and run down to the lobby for an Ampoule from the wheelchair. Dash along to the reception and into the back room where you'll find some more bullets. Use the Picture Card as a key to enter the strange door. Now head off for the boys' bogs and grab the shotgun before running up to the teachers' room for bullets. That's when the phone starts to ring...

THE POSSESSED SCHOOL

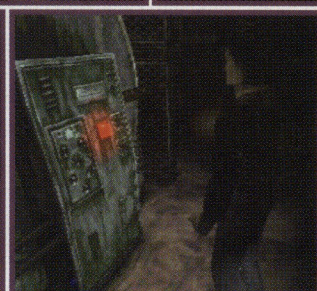
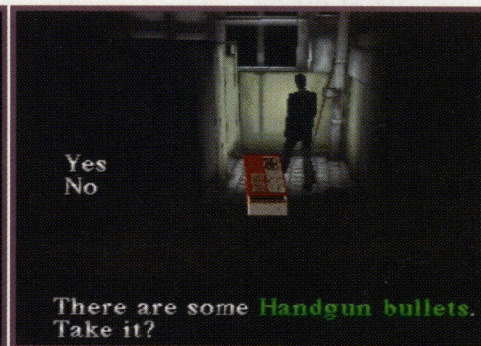
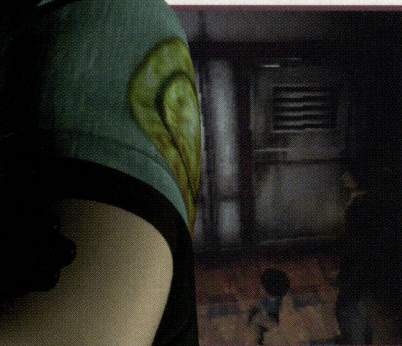
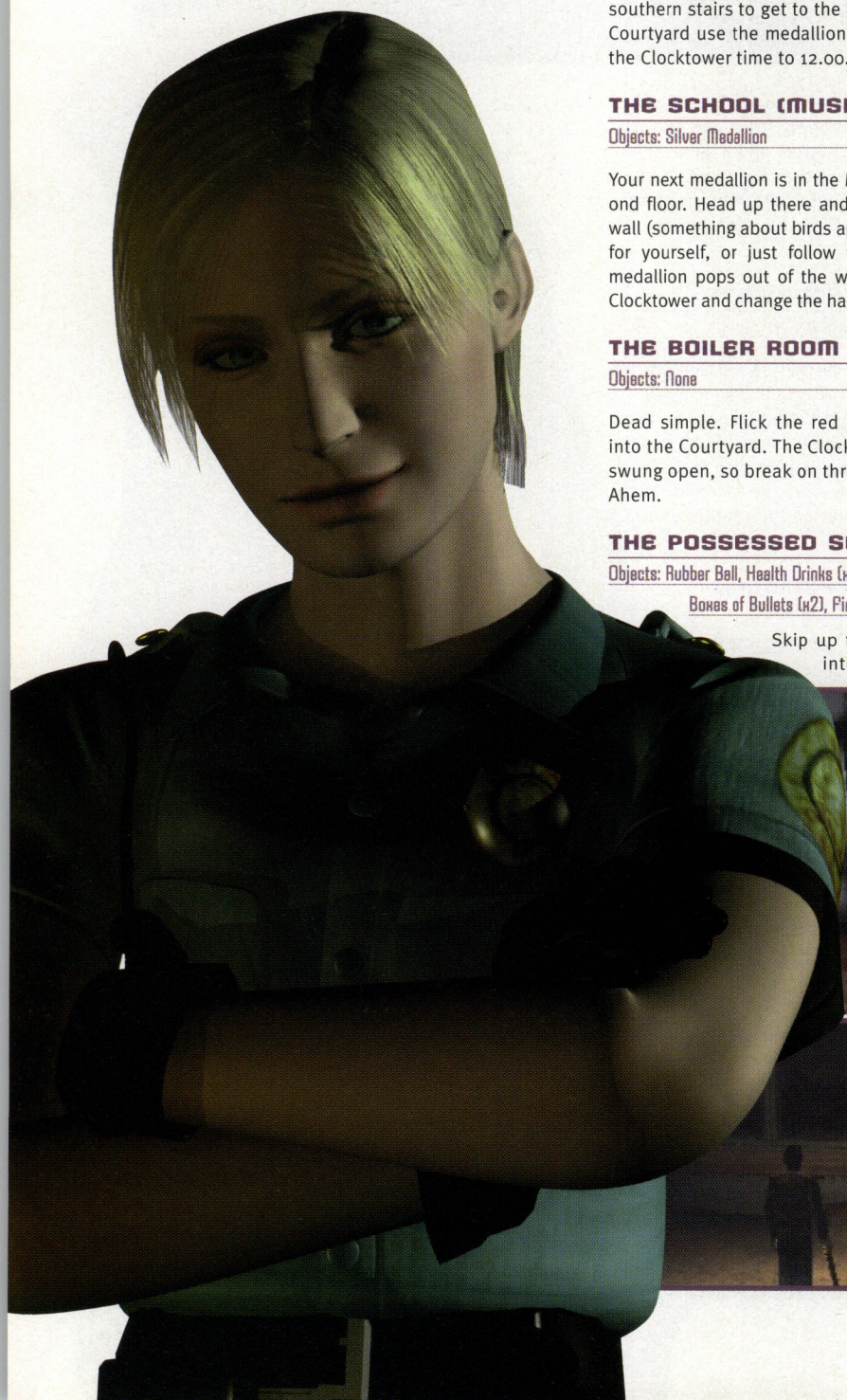
Objects: Health Drink, Shotgun Shells, Library Reserve Key, Box of Bullets

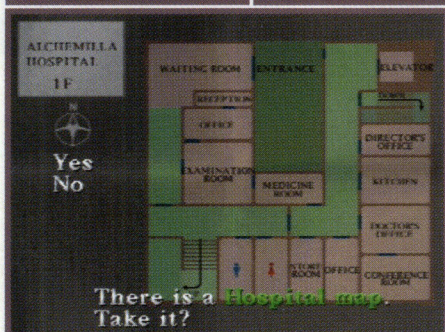
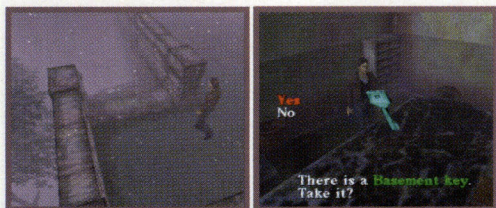
After the cut scene run up the stairs and down the hallway for a health-drink, then back up and go into the classroom for some bullets. Now go through the connecting door between two classrooms. Bag the shotgun shells, leave and dash through the next double doors, along the hallway into the Locker Room. Follow the sound of the banging, then enjoy the cut scene and grab the Library Key. Head back the way you came. Use the stairs in the top left-hand corner to get to the roof.

THE POSSESSED SCHOOL (THE ROOF)

Objects: None

The key in the drain puzzle. You'll find a key stuck in a pipe on the right-hand side of the roof. Look for the blood, then head left to find another pipe. Stick the ball in this pipe then go left to find the valve. Turn on the water and dash back down to the Courtyard.





THE POSSESSED SCHOOL (THE COURTYARD)

Objects: Classroom Key

The key that was stuck in the drain is now handily sitting in the northeast corner of the yard. Pick it up and head back to the Library reserve, using the key you picked up earlier.

THE POSSESSED SCHOOL (SECOND FLOOR/BASEMENT)

Objects: First Aid Kit, Shotgun Shells (x2), Box of Bullets, Health Drinks (x2), Ampoule

Grab the First Aid Kit and head into the Library. Grab some more lead for your exploding pencil, pick up the book and flick through it for some clues on how to beat the first boss. Use the Classroom Key to get through to the next room, grab the health supplement and head back up the hallway for another one. Then make your way down to the Basement, bagging the Ampoule and the Shotgun Shells in the Storage Room on the way before bouncing, fully tooled up, into the Boiler Room.

THE POSSESSED SCHOOL (BOILER ROOM & BOSS)

Objects: None

Twist the left valve once to the right and the right valve twice to the left. That opens up the passageway through to the boss chap. Remember the words from the book in the library, shoot it a couple of



times until it bleeds, then fire off a shotgun blast into its gaping maw. Repeat liberally until it croaks.

THE SCHOOL (BOILER ROOM)

Objects: H Gordon Key

Now you'll be back in normal *Silent Hill*. Grab the K Gordon Key from beside the boiler, watch the cut scene and head off towards the church.

TO THE BALKAN CHURCH

Objects: Boxes of Bullets (x3)

Dash off along Bradbury Street [Ah, something wicked this way comes – Ed] and you'll see an alleyway that leads off. Head along there until you find the path on the right that leads to a house you can open with the K Gordon Key. You'll find a couple of boxes of shells and a save point. Dash through the front door and on to Bradbury again, continuing on until you find another alleyway where there's another box of bullets. Now follow Bloch Street to the church.



THE BALKAN CHURCH

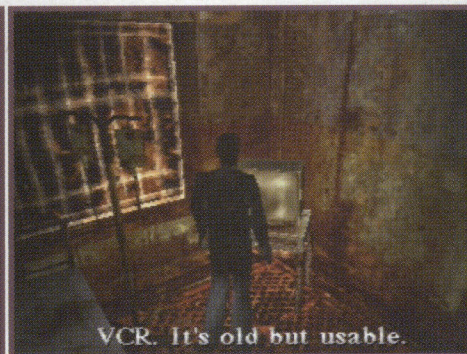
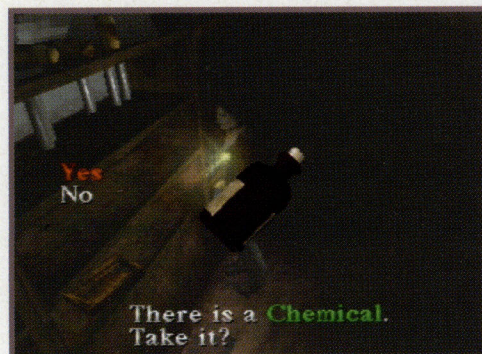
Objects: Drawbridge Key, Pleuros, Health Drink

Entering the church triggers a cut scene. After that grab the Drawbridge Key and the Flauros from the altar, then the health drink nearby and save at the door.

THE GARAGE AND BEYOND

Objects: Box of Bullets, Petrol Can (Next Fear only)

Eastwards you'll find a Garage with a box of bullets and, if you're playing Next Fear, a Petrol Can. After that head south down Ellroy Street to the abandoned truck where you'll find more bullets and some shotgun shells. Keep going east until you find the bridge and hug the right-hand side until you see the stairs that lead downwards. You'll find some useful stuff here, grab it and head for the Bridge Control Room.





THE BRIDGE (CONTROL ROOM)

Objects: Map, Health Drink, Rock Drill (Next Fear only), Chainsaw (Next Fear only)

Use the Drawbridge key to lower the bridge into Central Silent Hill, grab the Map and the Health Drink. Save and leave.

Next Fear only: There's a Rock Drill on the bottom level, but you'll need some Petrol to make it run. It might also be a good idea to get a chainsaw from Cut-Rite Chainsaws before you continue.

CENTRAL SILENT HILL

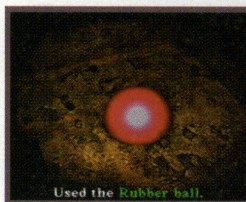
Objects: Box of Bullets

Stick to the same side of the road as the Control Room and you'll find another downward spiralling set of steps leading to a box of bullets for your gun. Pop back up and head down Crichton Street to the Hospital.

ALCHEMILLA HOSPITAL

Objects: Health Drinks (x4), First Aid Kit, Maps (x2), Plastic Bottle, Unknown Liquid, Basement Key

Make a save and enter the Examination Room to meet Dr Kaufmann. That done, head into the Reception area to pick up a First Aid Kit and the map, then back up through the Medicine Room and into the Doctor's Office. You'll find the Map for the Basement in here, and the Basement Key in the Conference Room next door. Next stop, the Kitchen. Bag the health drink and grab a plastic bottle by the sink. Use the bottle to scoop up some of the liquid in the Director's Office. Then it's off to the basement. Dart into the Generator Room and flick the power switch to trigger the lifts round the corner. Ride it up each level and try the door on each level. By the third



Used the Rubber ball.



Electricity is flowing to the key. I'll get shocked if I grab it now.

door it'll open, but number four's lit on the panel. How spooky.

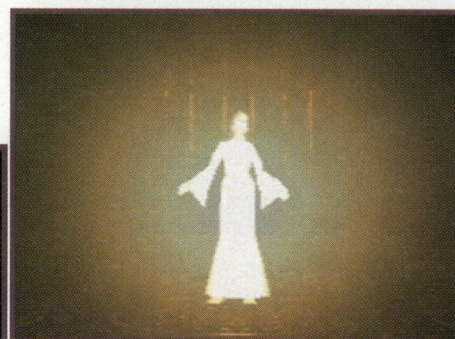
THE POSSESSED HOSPITAL

Objects: Boxes of Bullets (x2), Ampoule, Plates (Queen, Cat, Hatter and Turtle), First Aid Kit, Blood Pack, Health Drinks (x3), Shotgun Shells

The fourth floor has taken you away to another dimension. Head towards the door and keep going through the double doors at the end of the hallway. Dart down the stairs and you'll be back on the third floor.

Check the save point in Room 302 and a carton of bullets. After that you'll find a special plate in Room 304. The Storage Room holds a blood pack, another Band-Aid parcel and a box of handgun bullets. Room 306 holds a Plate of Cat. No, really. Unlock the elevator door at the top of the corridor, head down to the boy's urinal for a Plate of Turtle, then take the stairs down to the second floor.

There's a lighter in Room 201, and a Plate of Hatter in 204. Use the Blood Pack on the creature to destroy it and head down to the first floor. The



There's some blood on some of the keys...

Director's Office holds the Plate of Queen and a save point. Drop into the kitchen and grab the health bottle, then the box of bullets from the Office. Dart back up to the second floor again, into the Nurse Centre and slot in the plates in the following order to unlock the door: Blue, Green, Yellow, Red.

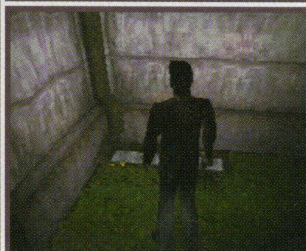
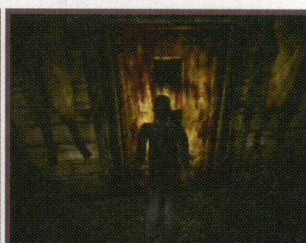
THE POSSESSED HOSPITAL (CONT.)

Objects: Disinfecting Alcohol, First Aid Kit, Shotgun Shells (x2), Video Tape, Hammer, Examination Room Key, Box of Bullets, Hospital Basement Storeroom Key

Run through the Operating Prep Room, into the Operating Room and bag the Basement Storage Key. Head back through the Hallway to the Intensive Care Unit. Take the bottle of Disinfecting Alcohol and pick up the First Aid Kit from Room 206.

There's a lift you can take down to the basement. Grab the Health Drink and Ampoule from the Morgue, the Hammer from the Generator Room then dart into the Storeroom for some more firepower. You'll notice a cabinet that has been recently shifted. Get behind it and move it out of the way to reveal a secret passage. Dump your Disinfecting Alcohol on the grate and set fire to it, that'll kill off the vines and enable you to go through the door where you'll find another door halfway along, on the left-hand side.

The first room on the right holds a Videotape, while the last room on the left contains the Key for the Examination Room. Head back to the VCR in Room





302, and dart into the Examination Room on the first floor for a kip. You'll wake up in the real hospital.

TOWARDS THE ANTIQUE SHOP

Objects: Antique Shop Key, Axe

Pick up the Antique Shop Key that has been left behind and go up to the Antique Shop in the top right-hand corner of the map. There's a set of stairs down to the door. Flick the lock and shift the cabinet inside across to reveal another secret hidey-hole. Follow this path down to the Chapel where you'll find the Axe. Enjoy another cut scene and you'll eventually wind up in the weird version of the Chapel.

THE POSSESSED (TOWN & BOSS)

Objects: First Aid Kit, Boxes of Rifle Shells (x2)

Leave the building and amble down Simmons Street where you'll find a hole in the chain fence on the left-hand side. Head up the escalators on the other side and you'll find a room on the left-hand side containing two boxes of shells and a plaster and antiseptic cream kit. Further down the corridor you'll find a hidden door which is the next boss.

Grab the Hunting Rifle behind you, arm it and fire off shots at the little critter that pops up behind you.



Wait until it just breaks the surface, then fire off shots until it breaks through the wall to fight another day. Back to the Hospital now, and a conversation with Lisa in the Examination Room. After this, you're on for another boss battle on the roof – the moth version of the pupae you've just smacked. This is dead easy. Just shoot at it from a distance and it'll soon croak.

THE SEWERS

Objects: Boxes of Bullets (x5), Sewer Keys (x2), Sewer Map, First Aid Kit, Health Drinks (x4), Shotgun Shells (x3), Rifle Shells

Save your position in the hospital and grab the health drink from the café on the corner of Simmons and Koontz. Dash along Simmons to the Police Station on Sagan Street to pick up a bundle of ammo, then run across the bridge to old Silent Hill. Don't forget to pick up the Health Drink in the barrel on the right as you go.

You'll once again be stood outside the school. Smash the locked gate with the Hammer, dart down into the Sewers and on into the first room. Follow the path left, then right and you'll find a room with three doors that holds the Sewer Key and the Map. The top-half of the Sewers holds a load of ammo, but to get there you'll have to go south of here to a large room with a locked door on one side.

Crack the lock with your new key and follow the path to a ladder that leads upwards. Head off to the South and East along the corridor to a room with a health drink and some bullets. Follow south and west to a dead end with blood splattered all over the walls. Search the puddle here for the key out of the Sewers, then dash back east, away from the monsters to the locked door and out.

THE RESORT AREA

Objects: Resort Map, Shotgun Shells, Motorcycle Key, Magnet, Box of Bullets, Rifle Shells (x3), First Aid Kit, Kaufmann Key, Receipt, Health Drinks (x6), Safe Key

Remember there are different endings to the game. If you want the bad ending, leave the motor-



bike alone. There's a building on the left with a bit of ammo and a First Aid Kit; grab that and the Resort Map from the board to the south. Dr Kaufmann's waiting in Annie's Bar for a chat. Grab the Receipt and Key, save and pick up the pair of Health Drinks in the corner of the bar before heading off for the Indian Runner. Examine the Receipt to get the code for the door to the Indian Runner, enter and grab the Health Drink and the Rifle Shells. Check the wall for a note that gives you the code for Norman's Inn, where you'll find Dr Kaufmann.

Leave the Runner and head south to Haerby Inn. Pick up the magnet from the sofa and dash through the open door. Save and keep going through to the outside. Run into Room Three, grab the Health Drink, slide across the big chest and use the magnet to pick up the Motorbike Key. Run back the way you came and through the only door you haven't yet opened and you'll find a garage containing Shotgun Shells, a Health Drink and, using the new key, a Small Glass Vial.

Leave the pub now and run along Sandford Street, hugging the left-hand side. Keep an eye out and you'll find another set of broken stairs, at the bottom of which is a box of rifle shells and a Health Drink. A little bit further on you'll enter the "alternative" section of the Resort.

THE POSSESSED RESORT

Objects: Rifle Shells, Box of Bullets, First Aid Kit, Shotgun Shells, Health Drinks (x2)

Dart down the small alleyway to the northwest of the bridge and you'll find another Healthy brew and a handy box of shotgun shells. Heading for the lighthouse, you'll notice a boat. Pop in for a swift chat with Cybil, bag some Rifle Shells, a Health Drink, a box of handgun bullets and a save point.

At the Lighthouse, grab the First Aid Kit and head upstairs for a discussion with Alessa. Leaving the Lighthouse whisks you back to the boat. Save and head off for Sandford Street. Open the door and clamber through into another sewer system.



THE AMUSEMENT PARK

Objects: Health Drink (x2), Box of Bullets, Map

Bag the map at the entrance and follow the path to the bottom left-hand corner for a box of bullets and a Health Drink. A couple of alcoves back from here you'll also find an extra Health Drink. Grab it and exit into the Amusement Park.

The Ice Cream Parlour on the left holds a save game point. In the opposite direction you'll find a carousel where Cybil waits. Sadly she's a zombie type, and it's up to you to put a bullet in her. Wait until she pops a shot off at you, dodge the bullets and, when she's spent her ammo, shoot her down. If you want the Good+ ending, show a bit of mercy and use the Bottle of Liquid from the hospital. Recommended, unless infanticide is actually your bag.

NOWHERE (FLOOR ONE)

Objects: First Aid Kit, Box of Bullets, Shotgun Shells, Pliers, Screwdriver, Stone of Time, Ophiel Key, Hagith Key, Amulet of Solomon

You'll awake in Hospital with Lisa. Have a chat then head for the lift following the corridor at the bottom round to the last door on the right. Head through here, into the basement and you'll find another classroom. The next door holds a pair of Pliers and a Screwdriver. Grab them and run back up to the First Floor.

There's a tap in the room to the right of the lift. Use the Pliers on it to get the Ophiel Key, then



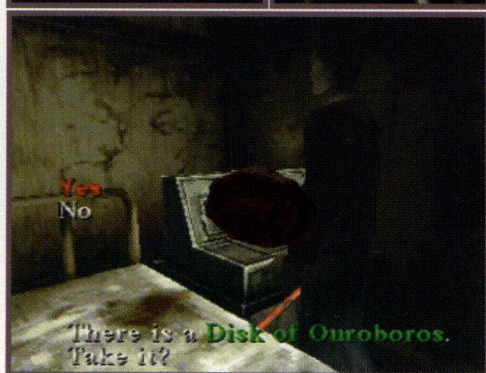
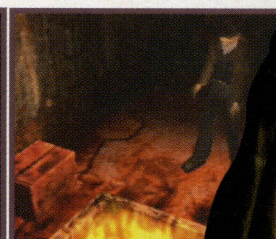
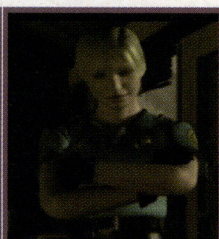
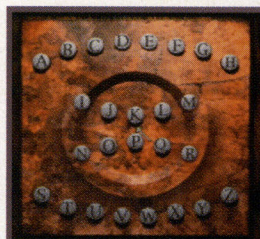
use it on the entrance next to the Basement Door. Take the second left in the next hallway and press six on the Sagittarius keypad, four on the Taurian one and eight on Gemini. You'll then receive the Stone of Time.

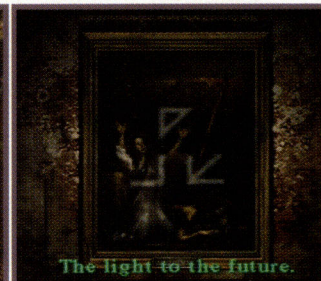
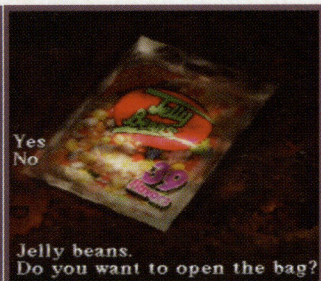
Dart past the original entrance you came through and to the end of the corridor where you'll find a coded door. Key in ALERT on the pad and head through into the next room for the Amulet of Solomon. You'll meet Lisa here. Have a chat then return to the lift hallway. Face the lift, spin through 180 degrees and enter the room now facing you. Use the Stone of Time on the clock and you'll pick up the Hagith Key, a few Shotgun Shells and a First Aid Kit. Save if you want, head all the way down to the bottom of the Hallway and use the Hagith Key on the door. Hop in the lift and ride it up to the Second Floor.

NOWHERE (FLOORS TWO AND THREE)

Objects: Rifle Shells, Ring of Contract, Box of Bullets, Crest of Mercury, Birdcage Key, Camera, Phaleg Key, Health Drink

Head off for the third door on your left and grab the Crest of Mercury, the Rifle Shells and the Ring of Contract. Important items all. Head through the door





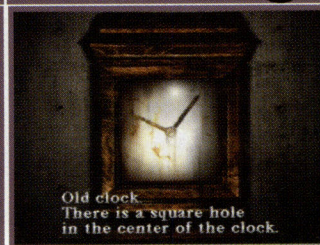
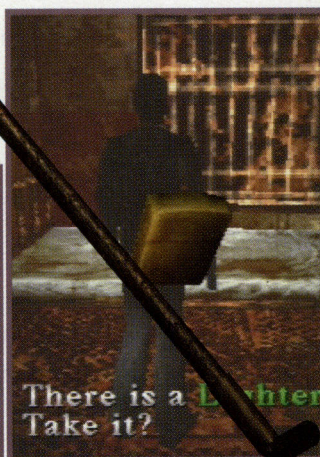
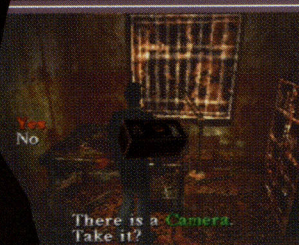
at the end of the hall, into another corridor and grab the Camera and Box of Bullets from the Nurse's Centre. Keep going right round to the last door on the left, dart into the room and take the plate off the back wall to find the Key of Aratron. Don't touch it though, it's electrified and will kill you dead. Hop through the Warp Door (the last door on the same side as the one you've just come through) to return to the first floor.

Take the lift up to the Third Floor now and take a happy snap of the pictures ahead to give you the codes for the two doors. Pick up the Health Drink from one room, the Birdcage key from the other then dart down to the First Floor. Pick up the Phaleg Key from the birdcage in the room to the left of the Lift, then head on through the Phaleg Door. Make a save point at the door on the left-hand side as you go through.

THE FINAL CHAPTER

Objects: Box of Bullets, Bethor Key, Ankh, Aratron Key, Dagger of Melchior, Health Drink, Disk of Ouroboros

Grab the Dagger of Melchior from the cabinet in the first room on the right, using the Ring of Contract on the chain first. The next room on that side has a Box of Bullets, a Health Drink to quaff and, hidden in a bag of jelly-beans, the Bethor Key.



Back in the hallway, head into the room in front of you and pick up the Ankh on the table, then take it into the room on your right and switch off the generator. Now you can go back, using the Warp Door, and pick up the Aratron Key from the previously electrified case.

Back through the Phaleg doors, amble down to the last room on the right and grab the Disk of Ouroboros and head into the final unexplored room. Stick the five artifacts (Ankh, Amulet of Solomon, Crest of Mercury, Dagger of Melchior and Disk of Ouroboros) in the door and go down the secret passage.

FINAL BOSS

Objects: None

The end of game sequence looms large. Depending on your game strategy you'll get a long cut scene followed by a showdown with the final boss.

The Bad Ending Boss is Alessa. Just use your rifle and avoid the lightning strikes she rains down on you. The Good Ending Boss is pretty easy too. Just use the same tactic as for Alessa, or wait for the lightning to stop, then pile in with the heavy weapons...

THE END IS NIGH

Silent Hill has five endings and here's how to get them all.

GOOD

Use all Dr Kaufmann's items from Annie's bar, and use the Motorbike key. Sadly you'll have to kill young Cybil.

GOOD

Do all the Kaufmann things, but play the hero and save the copper.

BAD

Just ignore any pangs of morality or conscience, ignore Kaufmann and kill Cybil.

BAD

Marginally better. Ignore Kaufmann, but save the little lady.

STRANGE UFO ENDING

After you've achieved the Good+ ending you'll get the Channeling Stone. Use this at certain points to get the special finale...

- * On the roof of the school
- * Just before the Moth battle
- * In the Motel, in front of the apartments
- * On the bridge before the boat
- * In the Resort area
- * On the roof of the Lighthouse

any questions?

Baffled? Flabbergasted? Losing sleep trying to get *Gran Turismo* licences or pull off a radical trick in *Tony Hawk's Skateboarding*? *PSM* is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or email playstation@acp.com.au. Sorry, but we can't give cheats over the phone.

GRAN TURISMO

Q: Your mag's the best! It would be great if you could help me get an International A Class licence in *Gran Turismo*, because I've been playing it for at least eight months and still haven't managed to get one.

"No Name", via email

A: Even the most hardened gamers find gaining the game's licences the trickiest bit of *Gran Turismo*.

Here's a comprehensive guide to help you pass the most elusive of the lot, the International A Licence...

IA-1

Test: Attack the High Speed Ring

Car: TVR Griffith

Time: 1 minute, 7 seconds

Brief: Even the twitchy TVR can't make this one too tricky. A trial run will soon show you which corners you can throw

yourself at and which you have to treat with respect.

IA-2

Test: Attack the Special Stage Route 5

Car: Dodge Viper

Time: 1 minute, 30 seconds

Brief: That evil Dodge makes your life particularly difficult on this demanding course. Be prepared to brake more often than normal and don't let the car run too fast into the corners or you'll skid out.

IA-3

Test: Attack the Grand Valley

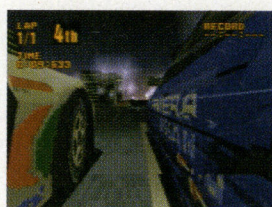
Car: TVR Griffith

Time: 2 minutes, 3 seconds

Brief: The nastiest course coupled with the nastiest car ensures a challenge. Caution should be your watchword. You'll have to use every braking trick in the book to make it round. Make up any lost time by putting your foot down as far as it'll go on the straights.

IA-4

Test: Attack the Deep Forest



Car: Dodge Viper

Time: 1 minute, 23 seconds

Brief: In section one, incredibly precise cornering is needed to avoid the grass bordering the tight hairpin and the series of chicanes that follow. Section two is a big relief; after the tunnels there are only really a couple of vicious corners to negotiate.

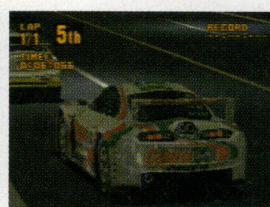
IA-5

Test: Attack the Autumn Ring

Car: TVR Griffith

Time: 1 minute, 24 seconds

Brief: Hell is the TVR with tight corners and an even tighter time limit. Simple caution won't work if you're to beat this time; you'll need maxi-



mum speed on straights and precision cornering.

IA-6

Test: Attack the Trial Mountain

Car: Dodge Viper

Time: 1 minute, 33 seconds

Brief: Fewer grass verges mean that this challenge is considerably easier. Careful power-sliding is needed if you're to make it round the corners safely while conserving speed.

IA-7

Test: Attack the Special Stage Route 11

Car: TVR Griffith

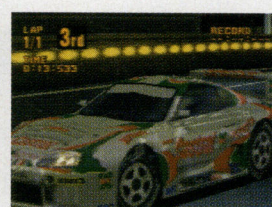
Time: 2 minutes, 11 seconds

Brief: Twice as hard as Special Stage R5 with double the bends and twice as many chances to lose it. You'll have to really master the TVR to do this in time.

Q: I'm trying to conquer the 'all night stage 2 course' in my fully hotted-up, ultimately-maxed-out R33 Skyline GT-R in *Gran Turismo*. Any help on car settings would be greatly appreciated.

Dave, via email

A: Dave, you'll find practice to be the best remedy here.



Our only advice when setting up your machine is to try and match it as closely with the track as possible.

Short courses with plenty of chicanes and corners will need a car with short gears so you can accelerate like a madman out of each bend.

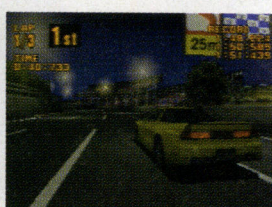
You should also try to get the most out of your top gears when flying up a big straight – this is best achieved with long gears.

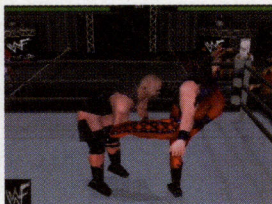
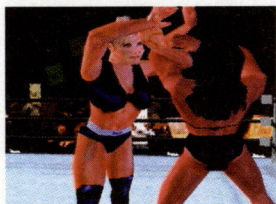
Suspension also plays a big part in cornering. Hard suspension can see you zooming in and out of corners if you tackle them perfectly, but is less forgiving, even if you make a minor mistake. Unfortunately, getting your car to "handle the way you want it to" won't necessarily mean maximum performance. You might think the car's handling like a dog but still set a lap record!

With a realistic sim like *GT*, there's no substitute for driving skills. At the end of the day, get your driving lines down pat and setting up your car to match your style and ability will become second nature.

Good luck!

GT: The most realistic driving simulation ever, and bloody tough!





WWF Attitude is not only buckets of spandex fun, but there's also loads of secrets to discover.

METAL GEAR SOLID

Q: I recently purchased Metal Gear Solid. Could you tell me where the thermal goggles are? I've looked all through the second complex and haven't found them yet.
Travis Richardson, via email

A: Easy! The thermal goggles are located in the open room that's on the catwalk in Tank Hangar 1.

Q: Hi there, I recently hired Metal Gear Solid and absolutely loved it - it is undoubtedly the best game I have ever seen. But I want to know how to get the Bandana.
Stephen, via email

A: To get the bandana, finish the game at least once (on any difficulty). To finish with Meryl, you must have resisted Revolver Ocelot's torture sessions. After saving Meryl she will give you her bandana. You need to save this

part, then begin the game as normal. Your load game should be in yellow and the save data icon will have Meryl's face on it. The bandana lets you use any weapons that you have collected with unlimited ammo.

WWF ATTITUDE

Q: I want to know if there are any cheats for WWF Attitude? Please help!
Adrian Da PlayStation FREAK, via email

A: There is plenty to unlock in WWF Attitude but it's a case of progressing through the game. Apart from another 10 wrestlers, there are a bunch of other cool cheats to get. By winning the Heavyweight Championship belt, you'll unlock Beep Mode (enable this in the Utilities section and certain words are "bleeped" out) and Ego Cheat (the wrestler's heads swell when winning a match).

To get alternate costumes select your wrestler during any mode (except Career Mode), press **X** for the

default outfit, hold **L1** and press **X** for outfit 2, hold **L2** and press **X** for outfit 3 and hold **R2** and press **X** for outfit 4.

FIFA WORLD CUP 98

Q: I would like to know if you have any cheats for World Cup 98?
Adrian Doherty, via email

A: There aren't any cheats as such for World Cup 98 but there are a few tricks that'll help you to get more out of the game. To access the world cup classic mode, you need to first win the World Cup. This mode lets you play in classic matches and has teams like Argentina from the 1930 final. Oh, and the legendary Pele is in there, too!

To get an easy win against a tough team, press start during a game and go to Controller Select. Choose the other team and score against yourself. Remember to change back to your team before the end of the match! This totally destroys the fun of course, but is a good way to get you out of difficult matches.

CASTLEVANIA

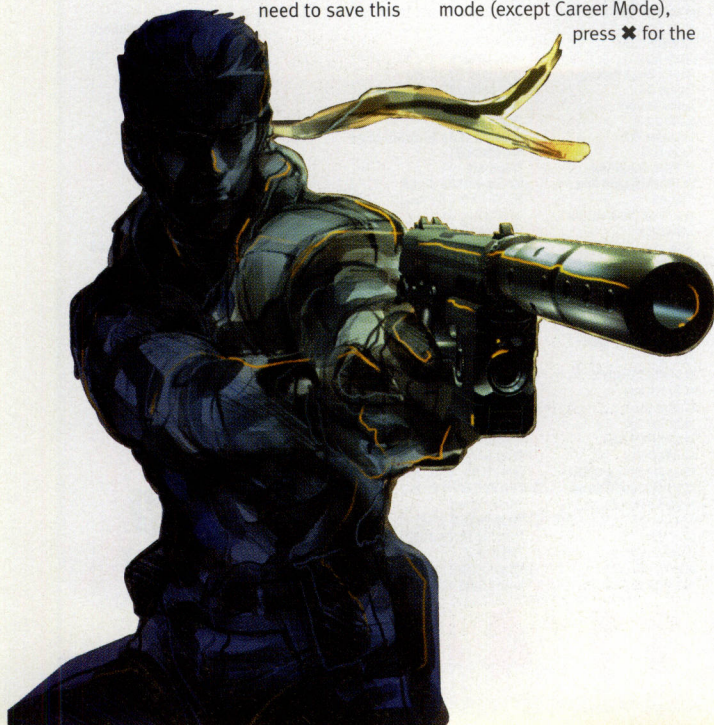
Q: I am really stuck on Castlevania: Symphony of the Night. Can you tell me how to get into the Inverted Castle? Please?
Anonymous, via email

A: You need to get the Green Goggles from Maria. To do this, you need both the Gold and Silver Rings. You'll get the Gold Ring after beating Succubus in the Nightmare area, and you can get the Silver Ring after getting the Spikebuster Armor. To get the Spikebuster Armor, you must go into the Catacombs. To get here, go to the groundwater vein right above a wooden plat-

TONY HAWK'S SKATEBOARDING

Q: Hi! Tony Hawk's Skateboarding is a great game, but it's really hard. I would like to know how to do all the tricks, land them and how to use the tricks in the right way in all the levels so I can get big points to get the tapes and medals? I would also like to know how to grind with the skateboard better and longer? Every time I try to grind with the skateboard I fall off.
Scott Parsons, via email

A: Scott, you've come to the right place. Learning all of the tricks is not entirely difficult. The difficult part is timing them and attempting them at the right time and place. To land the trick, you often need to 'relax' your skater so that he falls with gravity. Don't get greedy by going for another 180 because this usually results in a nasty fall. Big points are earned the best by getting multipliers. Getting combos (a sequence of tricks) will usually see the score from that trick multiply. This is your best bet when trying to get tapes for the levels where you need to earn a points objective. Grinds are also a cinch and are a great way to get points. The trick with grinding is all in the angle of the approach. Depending on the angle and the object you're trying to grind, you'll not only perform different grinds, you'll also have better scope to exit the trick for a successful landing. Have sufficient speed when attempting a grind as slow grinds usually have you stacking pretty quickly. Another added tip when grinding is leaning. If you do want to maximise the distance to grind, you can avoid stacking by 'righting' the weight of your skater by leaning one way or the other. Just chill and your skating will flow.





form with both a Life and Heart Max below. Move to the left slowly, and you will find an ape holding a barrel. Lure the ape to the wooden plank by walking, and when he's close, close the gap between him and the plank. He'll then throw the barrel over you, breaking the wood. Go down and find the Armor, which is on the right side of the Catacombs. Now return to the clock room where you first met Maria, wearing both rings. The floor will open, and you will go down to see Maria again. Here, Maria will give you the Green Goggles. You'll now have to fight Richter again, but there is now an orb floating above his head. Keep attacking the orb only and you will release Shaft from Richter's mind. Alucard will then venture into the Inverted Castle. Easy, isn't it!

SYPHON FILTER

Q: In Syphon Filter, at level 14 where you have to follow the sci-



Get ready to Nukem... We've got tricks to restore Duke's health and uncover some cool secret items.

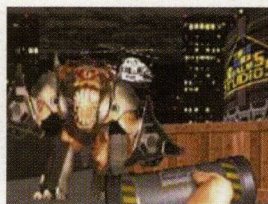
entist, the scientist gets to the door and just sits there. What do I do? He just sits there and looks around without touching the control panel.

Andrew, via email

A: What you need to do to escape the stronghold catacombs is follow the scientist until he goes into the cell. Then, follow him in and more of the plot will be unravelled. Shame on you, didn't you read the *Syphon Filter* playing strategy in PSM 2?

DUKE NUKEM

Q: Could you supply me

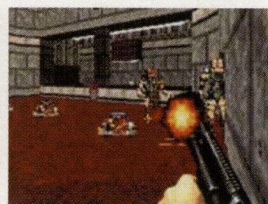


with cheat codes to Duke Nukem: Total Meltdown? I am missing far too many secrets. Thank you, Legendary PlayStation Gods. Suck, suck, crawl, grovel...

Don Toovey, via email

A: We like you already, Don! Here are a few tricks to help you on your way.

To slowly restore your health, shoot any water object, like a fountain or a fire hydrant. Now, go stand in the water while holding the action button. This will slowly replenish your health.



There are also a few hidden items that can be tricky to find. In LA Meltdown, switch on the projector and fire an RPG at the movie screen. This will create a hole that you'll be able to go through. Go in and on the other side you'll find a jet-pack and shotgun cartridges.

On the stadium level, there's a blimp that says 'Duf Beer' - you'll need to look up. Shoot it with your missile launcher, and watch ammo and health packs fall onto the field. Now that's coolness.

See ya next month!



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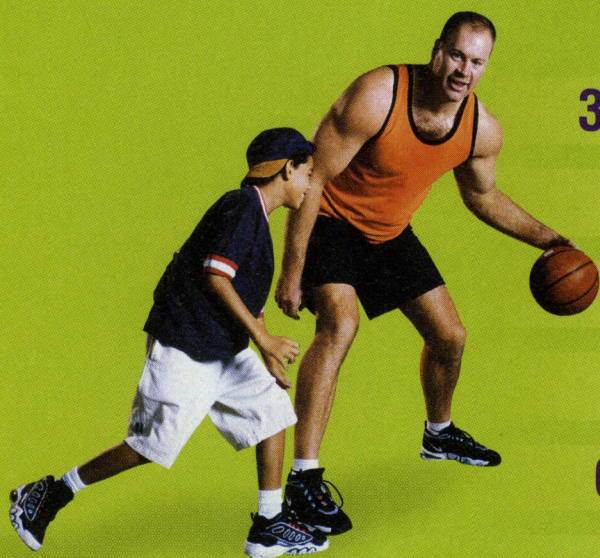
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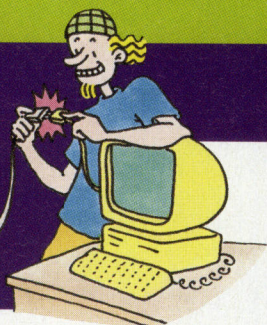
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downloading

downloading

Downloading is the part of the magazine where you turn from passive readers into interactive users. Here are your letters; instructions on how to use the demo CD; game ideas that you've come up with; and a buyer's guide to help you get shopping for games. Don't just read *PSM*, experience it!



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Hollywood



in your Loungeroom

In anticipation of next year's release of PlayStation2, *PSM* will now showcase the latest DVD movies every month. With the DVD capabilities of the new wonderbox, *PSM* will not only provide you with the most comprehensive coverage of PlayStation games first, you'll also be at the forefront of home cinema.

The future is here. You'll be playing *GT 2000* until your fingers bleed, then popping in a copy of your favourite blockbuster while you kick back to bandage your weary fingers!

In launching our new section, *PSM*, Sony and Columbia TriStar Home Video are excited to give you a chance to win a Sony DVPS525D DVD player and a shelf-busting 50 of the greatest movies you're ever likely to get your mitts on. The total prize package is worth \$2,800!

The Sony DVPS525D is one of the finest DVD players on the market and will make your loungeroom the envy of all your mates. It plays DVD movies, as well as video discs and music CDs, is PAL and NTSC compatible, features jog-dial technology on the remote, and with Dolby Pro-Logic surround sound, your ears will think they're in heaven!

Just glance across the page and check out the huge range of movie titles we're offering. If *8mm*, *Terminator 2*, *The Mummy*, *Ghostbusters* and *The Mask of Zorro* isn't enough, then you'll have another 45 to get through!

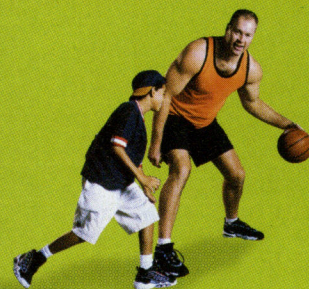
Home entertainment has changed forever. Unrivalled visual, storage and option enhancements will all be at your fingertips. Imagine the possibility of playing an interactive movie that incorporates gameplay and fantastic cinematics on the one DVD disc! Hollywood's directors all agree, and you will too – DVD is the best format for home theatre. DVD does justice to both blockbusters and classics. What'll be more exciting than an action-packed movie with perfect picture resolution and superb sound in your own loungeroom?

What do you need to do to win this fantastic prize? It's simple really... Just read this very copy of *PSM* and make sure you grab a copy of Issue 30 (January 2000), which will have a quiz based on what's in this edition as well as Issue 30 itself, along with a coupon to write your answers on.

So don't miss next month's *Official Australian PlayStation Magazine* and your DVD giveaway entry coupon.



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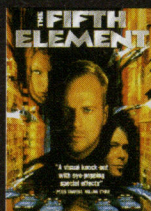
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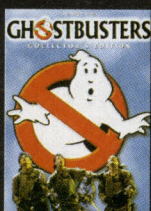
DVD Reviews



The Fifth Element

Luc Besson's dazzling but often unsatisfying mix of science fiction, action, fantasy and satire. Bruce Willis plays a New York cab driver 300 years from now who ends up helping a lovely extraterrestrial avatar of goodness stop an all-consuming evil from destroying our planet. *The Fifth Element* has a somewhat childish script and theme, and a general playfulness throughout, but you forgive because the ride is so much fun and the brave new world is whizzing by so quickly and colourfully. **JH**

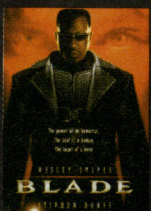
Price: \$34.95 | Extras: Biographies, artwork. | Verdict: Gorgeous in widescreen and a razor sharp reproduction, but eye candy alone can never be totally fulfilling. | Rating: 7/10



Ghostbusters

It's the 15-year anniversary of *Ghostbusters*, and this is still an appealing film after all these years. The special effects might be cheesy, but Bill Murray is hilarious, and there are some great lines and performances from Dan Aykroyd, Harold Ramis and Rick Moranis. There are design sketches of the ghosts, interviews, storyboards that you can watch split screen with the film and scenes cut from the original, including an amusing segment with Bill Murray as a drunken bum. **JH**

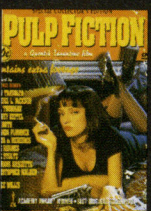
Price: \$34.95 | Extras: Trailers, artwork, design sketches, storyboards, commentary, extra footage, interviews and featurettes. | Verdict: Fun for the young at heart, and loads of extras. | Rating: 7/10



Blade

Wesley Snipes plays *Marvel* comic book character Blade, a half-man, half-vampire, all-mercenary waging war on the modern-day vampires that overwhelm New York. Like *Batman* with vampires, superior effects and some lightning-quick fight scenes, Blade's nemesis is a vampire by the name of Frost, superbly played by Stephen Dorff. Frost is attempting to resurrect the Blood God but needs the blood of the chosen one (Blade, of course) to do so. A blood-curdling FX-laden blast. **JC**

Price: \$34.95 | Extras: Biographies, interviews, trailer, featurettes, artwork, extra footage. | Verdict: Bliss | Rating: 8/10



Pulp Fiction

For the three people on the planet who haven't seen the film, *Pulp Fiction* is a stylish and surprisingly funny movie, telling the story of low-rent yet super cool hit men John Travolta and Samuel L. Jackson, plus crossover tales starring the likes of Bruce Willis, Uma Thurman, Tim Roth and Rosanna Arquette. Watching it for the first time can prove more than confusing (the story zigzags from one story to another) but you'll soon get comfy with it. The DVD extras are a little disappointing, but you must own this. **JC**

Price: \$34.95 | Extras: Biographies, interviews, trailer, featurettes, trivia, deleted scenes. | Verdict: Easily one of the decade's best flicks. | Rating: 10/10

CD of the Month

Poo Fighters, *There Is Nothing Left To Lose* (RCA)

Dave Grohl has emerged from his Nirvana days as a very accomplished songwriter. The Foo's third album sees them in even finer form, a blend of squelchy driven balladry (*Aurora*) and anthemic rock (*Learn To Fly*). M.I.A. demonstrates the HUGE sound they're aiming for and, more often than not, manage to achieve it. Strident power chords and illegally catchy hook lines make for an album that's quite simply an ass-clenchingly fine rock record. Turn to page 24 for a revealing interview with Mr Foo himself. **DM**



Verdict: Dave the raver! Poo's gold! Etc! | Rating: 8/10

Net Sites

Every month *Official Australian PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

OFFICIAL NAMCO

www.namco.com

Namco are the geniuses responsible for such classics as the *Tekken* series, Anna Kournikova's *Smash Court Tennis*, *Pac-Man*, *Ridge Racer Type 4* and the *Point Blank* games. Pop along and see their official Web site for behind-the-scenes information on your favourite game or even get some inside gossip on what new things to expect from those Namco gods.

GALLERY OF OBSCURE PATENTS

www.patents.ibm.com/gallery

This month's World Weird Web award goes to this beauty. It gives an excellent insight into the crazy elements and goings on of what is the human mind. See what someone, somewhere once invented. A jet-powered surfboard, gravity-powered shoe air conditioner, smoker's hat, bird trap and cat feeder and the human slingshot machine. Once you've seen these inventions you'll wonder how you ever lived without them!

OFFICIAL LARA CROFT

www.laracroft.com

Celebrate the phenomenon that is Lara Croft. This site is an in-depth look at "Lara's world". It's complete with her very own calendar and you can also check out Lara's store for an exclusive product range. With demos, contests, *Tomb Raider* 4 information and the best bits of the original trilogy, this site is as big as Lara's err, other assets. If you can't get enough of Lara, then this site has more to offer than most.

PLANET OF THE APES

www.foxhome.com/planetoftheapes/frame1.htm

This is one fantastic movie that has been underrated amongst the many classic movies that litter our video store shelves. Fortunately, there's a *Planet of the Apes* game coming to PlayStation owners next year. This month we take a look at a few *Apes* sites. The game should be pretty cool, so check out the movie or visit this great site...

SPLEEN WORLD

www.spleenworld.com/apes/main.html

This is an unusually named, unofficial Web site that's also dedicated to *Planet of the Apes*. It has great archived photos as well as artwork based on the movie. It has a detailed history of the movie and is an interesting read whether you're a huge fan or just plain curious.

REPLICA PROPS, COSTUMES AND GAMES

www.movieprop.com

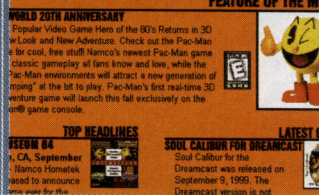
This is a top site itself, but also contains an excellent section about the *Planet of the Apes* (go to TV and Films, then scroll down to Planet of the Apes). It too, has comprehensive background information and photos but it also has all the low-down on collecting costumes and props from the movie and TV series. All of the merchandise that the movie spawned is listed so would-be collectors can find out where to start.

DINOSAURS, DINOSAURS AND MORE DINOSAURS

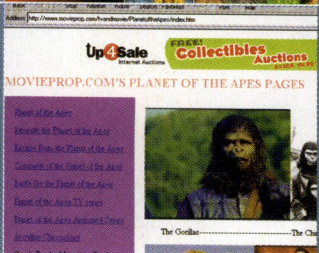
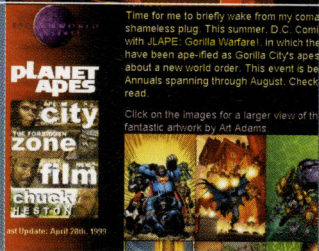
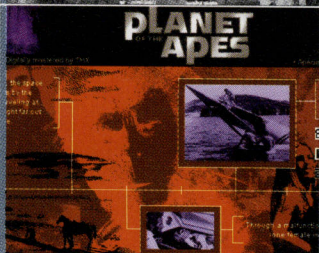
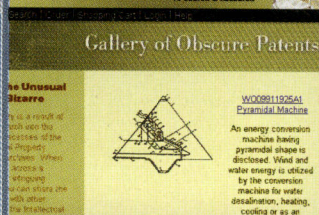
www.dinodon.com

If you're the scholarly type and have the urge to find out more about dinosaurs, instead of recklessly slaying them while playing *Dino Crisis*, this site is the place to go. You'll find oodles of information about these ancient beasts, meet some dinosaur scientists, take a dinosaur quiz, read a dinosaur dictionary, see some dinosaur art and even get some great links to other dinosaur sites.

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back issues

BACK ISSUES



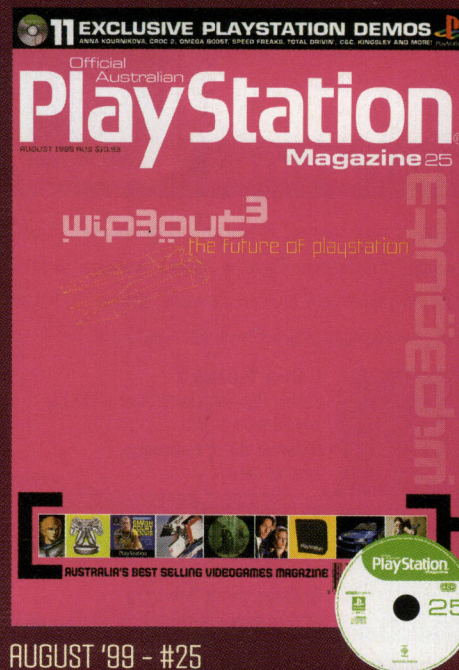
JUNE '99 - #23

Disc contents - Ridge Racer Type 4, Gex: Deep Cover Gecko, Actua Ice Hockey 2, R-Type Delta, Pro Pinball: Big Race USA, Swing, T'ai Fu, Pandora's Box, Tekken 3 Tournament video.



JULY '99 - #24

Disc contents - Ape Escape, Syphon Filter, Monaco Grand Prix, Bloody Roar 2, Colin McRae Rally, Driver, Final Fantasy VII video, V-Rally 2 video, Actua Ice Hockey 2 video.



AUGUST '99 - #25

Disc contents - Anna Kournikova's Smash Court Tennis, Aironauts, Croc 2, Omega Boost, Time Slip, Total Drivin', Opera Of Destruction, Command & Conquer: Red Alert, Kingsley's Adventure video, Speed Freaks video, Prince Naseem Boxing video.



SEPTEMBER '99 - #26

Disc contents - Tony Hawk's Skateboarding, Speed Freaks, Evil Zone, Um Jammer Lammy, Rat Attack, Tanx, Tekken 3, Decaying Orbit, Bugs Bunny: Lost In Time, This Is Soccer video.



OCTOBER '99 - #27

Disc contents - Wipeout 3, Point Blank 2, Lego Racers, Um Jammer Lammy, No Fear Downhill Mountain Bike Racing, Final Fantasy VIII video, This Is Soccer video, 40 Winks video, Mission: Impossible video, LMA Manager video, Formula 1 '99 video.



NOVEMBER '99 - #28

Disc contents - Final Fantasy VIII, Dino Crisis, Quake II, This Is Football, Metal Gear Solid: Special Missions, Tarzan, Legacy of Kain: Soul Reaver, 40 Winks, Crash Team Racing video, Afrika Shox video.

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TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lives... Here, in its entirety, is the *PSM* Top 40 - thanks to Kmart and GfK.



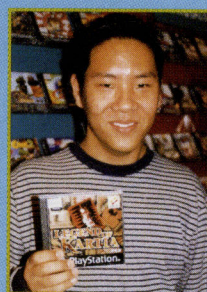
With an influx of excellent and cheap games this month, there were plenty of new entries that landed in the coveted top 40. *GT* is still reigning supreme although *Tekken 3 Platinum* and the new *Twin Pack* bundles are also proving to be worthy sellers.



Pos	LM	Name	Developer	Distributor
1	1	Gran Turismo Platinum	Polyphony	Sony
2	NE	Speed Freaks	Funcom	Sony
3	NE	WWF Attitude	Acclaim	Acclaim
4	3	Syphon Filter	989 Studios	Sony
5	2	Driver	Reflections	GT
6	NE	Tekken 3 Platinum	Namco	Sony
7	19	Croc 2	Fox	EA
8	5	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
9	8	Need For Speed IV: High Stakes	EA	EA
10	NE	Point Blank 2/G-Con 45 bundle	Namco	Sony
11	7	Colin McRae Rally Platinum	Codemasters	Ozisoft
12	10	Croc	Fox	EA
13	4	Crash Bandicoot Platinum	Naughty Dog	Sony
14	9	AFL 99	EA Sports	EA
15	NE	MediEvil Platinum	Sony	Sony
16	14	Final Fantasy VII Platinum	Square	Sony
17	NE	Legacy Of Kain: Soul Reaver	Crystal Dynamics	Ozisoft
18	NE	Point Blank 2	Namco	Sony
19	NE	Racing Twin Pack	Visual Sciences/Attention To Detail	Sony
20	NE	Extreme Twin Pack	SISA	Sony
21	11	Silent Hill	Konami	GT
22	NE	Driving Twin Pack	Single Trac/989 Sports	Sony
23	15	Mickey's Wild Adventure Platinum	Disney	Sony
24	28	Need For Speed III: Hot Pursuit	EA	EA
25	17	Time Crisis Platinum	Namco	Sony
26	20	Abe's Oddysee Platinum	Oddworld Inhabitants	GT
27	16	Crash Bandicoot 3: Warped	Naughty Dog	Sony
28	6	Ape Escape	Sony	Sony
29	12	V-Rally 2	Infogrames	Ozisoft
30	21	Cool Boarders 2 Platinum	Sony	Sony
31	37	Spyro The Dragon	Insomniac	Sony
32	24	Metal Gear Solid	Konami	GT
33	33	Ridge Racer Type 4	Namco	Sony
34	32	Die Hard Trilogy	Fox	EA
35	34	A Bug's Life	Disney	Sony
36	RE	Small Soldiers	Dreamworks	EA
37	23	Hercules Platinum	Disney	Sony
38	26	Tomb Raider 2 Platinum	Eidos	Ozisoft
39	NE	Puzzle Twin Pack	Distinctive Developments/Game Design	Sony
40	40	FIFA '99	EA Sports	EA

TALKING SHOP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



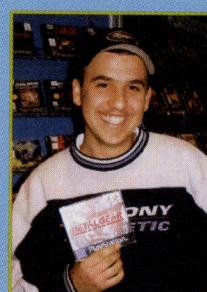
6



Name: Eugene
Occupation: Student
Bought: Legend Of Hartia

And why...

"I love role-playing games and this is about the only one I haven't played."



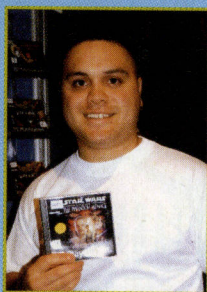
10



Name: Kristian
Occupation: Food Service
Bought: Metal Gear Solid

And why...

"It's awesome. It completely blew me away right from the start"



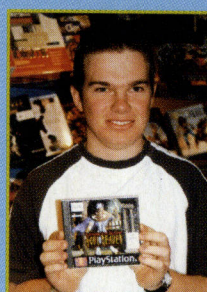
9



Name: Tony
Occupation: Retail Manager
Bought: Star Wars: Episode 1

And why...

"It really is a great game, and you can be in the movie!"



9



Name: Lark
Occupation: Sanitary Engineer
Bought: Legacy Of Kain: Soul Reaver

And why...

"My workmates were saying that you can eat people's souls! I just needed to check it out for myself!"

Official PlayStation Magazine
RECOMMENDED

Final Fantasy VII



PSM has gone crazy over the new king of role-playing games. If you thought *FFVII* had it all, then you'll be truly amazed once you have a go of this baby. With four whole discs to venture through, you'll be left intrigued and spellbound for weeks on end. 10

40 Winks



Rapid eye movement. Yep, *40 Winks* is all about sleeping! With great level design and excellent game-play, you'll be so addicted that you'll find it hard getting to your own bed for some shut-eye! The young 'uns will love it, but so will the rest of the family. 8

Duke II



One of the best PC games of all time is now available on the PlayStation. The *PSM* team rejoiced when they finally got to see this amazing conversion. You too will be impressed with the huge variety, levels, enemies and weaponry that's on offer. 10

Crash Team Racing



This is the best kart game that has ever been made for the PlayStation. With top tracks and fantastic power-ups, Crash and his friends have never felt so at home in their little racing machines. If you're planning to throw a party, get your hands on *CTR* and pop it into your console! 9

Australia's No.1 retailer for Sony PlayStation games

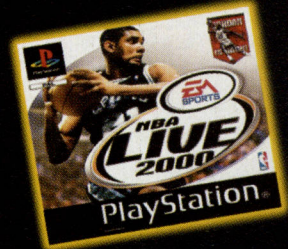


Get ready to
rumble

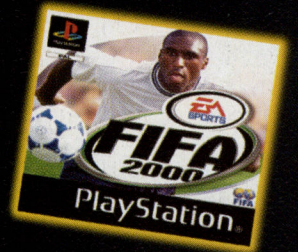
with PlayStation sports games



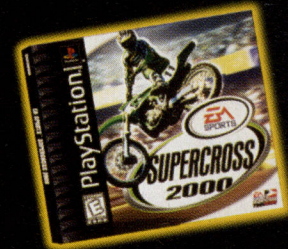
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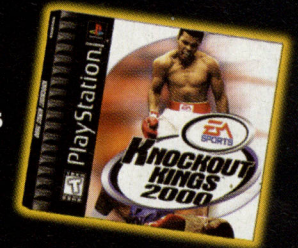
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grey matter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.



Title	Style	Price	Icons	Description	Score
40 Winks	3D adventure	\$89.95	1	An excellent adventure incorporating great puzzles and massive levels	8
A Bug's Life	3D platformer	\$69.95	1	Slow-paced, colourful platformer that young kids will love	7
AFL 99	Aussie Rules	\$89.95	4	The quintessential Australian game finally on PlayStation, and it's great fun	7
Alundra	RPG	\$79.95	1	Zelda for the PlayStation – compulsively addictive	8
Ape Escape	3D platformer	\$69.95	1	The monkeys will drive you bananas in this challenging platformer	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95	4	Cute, fun, tennis action – multiplayer mode is a winner	8
Apocalypse	Shoot 'em up adventure	\$89.95	1	Bruce Willis in gun-toting, frenetic, 3D scrolling adventure	8
Bloody Roar 2	Beat 'em up	\$89.95	2	A fine, quick, responsive fighting machine to unleash the animal in you	8
Bust A Groove	Dance 'em up	\$69.95	2	If Saturday Night Fever were a game, then this would be it	8
Bust-A-Move 4	Puzzle	\$89.95	2	Simple yet infuriatingly addictive puzzle game	8
Carmageddon	Killer driving game	\$89.95	2	Offers a great two-player mode and a boot load of cars and tracks to run riot on	7
Chocobo Racing	Kartoon racer	\$69.95	2	A finger lickin' good kart racer. Great fun against a buddy	7
Chessmaster 2	Chess sim	\$89.95	1	If you want to learn or play chess, look no further than this	8
Colin McRae Rally	Rally sim	\$49.95	2	A compulsory purchase for all racing fans	9
Colony Wars: Vengeance	Space combat	\$59.95	1	Challenging and compelling space combat	9
Command & Conquer	Strategic warfare	\$39.95	1	Military strategy on a very small scale	8
Cool Boarders 3	Snowboard racer	\$69.95	2	Excellent downhill snowboard racing and trickery	8
Crash Bandicoot 2	Platformer	\$39.95	1	The best value-for-money platformer on the market	9
Crash Bandicoot 3	Platformer	\$69.95	1	Loads of variety and brilliant fun for fans of the bushy browed marsupial	9
Crash Team Racing	Kart racer	\$79.95	4	Fantastic party game that stars the world's favourite bandicoot	9
Croc 2	3D platformer	\$79.95	2	Reptilian fun complete with gobbos, special challenges and even boat racing	8
Dead or Alive	Beat 'em up	\$69.95	2	Another interesting slant on the fighting game	8
Destruction Derby 2	Racing game	\$39.95	1	Great value crash-and-smash racing	8
Devil Dice	Puzzle	\$59.95	5	Eccentric puzzler which intrigues and frustrates	8
Die Hard Trilogy	Arcade adventure	\$39.95	1	Three good games for the price of one	8
Dino Crisis	Action-adventure	\$89.95	1	Nasty Jurassic adventure for your PlayStation – suitably gory	9





dual shock

link cable

mouse

steering wheel

gun

multitap

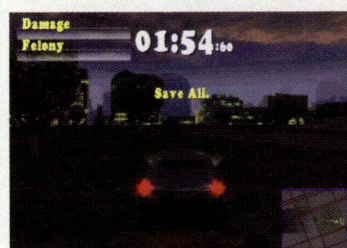
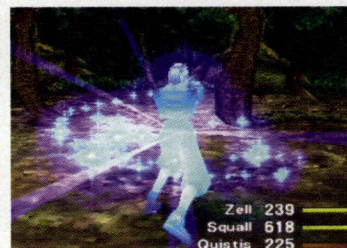
memory card

neg con

analog

no. of players

Title	Style	Price	Icons	Description	Score
Driver	Car chaser	\$89.95	1	A new concept in driving games, gorgeous to look at, satisfying to play	9
Duke Nukem: Time To Kill	Shoot 'em up adventure	\$69.95	2	Humorous but violent 3D blaster	8
Everybody's Golf	Arcade golf	\$69.95	4	One of the best sports games you can buy	8
Evil Zone	Beat 'em up	\$89.95	2	Girl power hits the fighting circuit	8
FIFA 99	Soccer sim	\$79.95	8	Stunning visuals and lots of fun to play	9
Final Fantasy VIII	Role-playing game	\$89.95	1	A role-playing masterpiece and one of the most mesmerising games ever	10
Final Fantasy VII	Role-playing game	\$39.95	1	An epic role-playing adventure that everyone can enjoy	10
Formula 1 '99	Motor racing sim	\$79.95	2	This is a comprehensive F1 game with superb handling and visuals	8
Gex: Deep Cover Gecko	Platformer	\$89.95	1	Great-looking platformer with a sense of humour	7
G-Police: Weapons Of Justice	Flight-sim/shooter	\$69.95	1	Great dogfighting and flying gameplay – an excellent sequel to the original	8
Grand Theft Auto	Car criminal sim	\$39.95	1	Controversial and addictive car-theft sim	8
Gran Turismo	Sports car racing	\$39.95	2	The best racing game ever made	10
International Track & Field	Athletics sim	\$29.95	4	Finger-bashing multiplayer sports frenzy	7
ISS Pro '98	Soccer sim	\$79.95	2	The best soccer sim on the planet	9
Jonah Lomu Rugby	Rugby sim	\$89.95	2	The best (and only) rugby sim out there	8
Kensei	Beat 'em up	\$89.95	2	Not flash-looking, but packs a punch	9
KKND: Krossfire	Strategic warfare	\$89.95	2	Fantastic Australian-made warfare strategy game	9
Knockout Kings	Boxing sim	\$79.95	2	The top boxing sim at the moment	5
Kurushi Final	Puzzle	\$69.95	2	An enthralling mental workout for PlayStation owners	7
Legacy Of Kain: Soul Reaver	3D adventure	\$89.95	1	Tomb Raider with vampires	9
Madden NFL 99	American football sim	\$89.95	8	American football game that appeals to everyone	8
MediEvil	Arcade adventure	\$39.95	1	Fun and very playable adventure romp	7
Metal Gear Solid	Sneak 'em up adventure	\$89.95	1	Simply the best game ever made	10
Metal Gear Solid: Special Missions	MGS training missions	\$49.95	1	Metal Gear devotees will love it, but it doesn't have the magic of the real game	7
Micro Machines V3	Dinky racer	\$49.95	4	Cute and addictive mini racing action	9
Monkey Hero	RPG/arcade adventure	\$89.95	1	Simple and satisfying adventure – a perfect introduction to RPGs for youngsters	8
Mortal Kombat 3	Beat 'em up	\$89.95	2	A fun, old-style, gory beat 'em up	8
Motorhead	Racing game	\$49.95	2	Underrated futuristic arcade racing game	9
Music	Music creation	\$79.95	1	Proving that music really does sound better with you	9
NBA Live 99	Basketball sim	\$89.95	8	The best basketball game on the PlayStation	9
Need For Speed: High Stakes	Racing game	\$79.95	2	Race the cops on open roads in high-performance sports cars	8
NHL 99	Ice hockey sim	\$79.95	8	The best ice hockey game on the market	9





Title	Style	Price	Icons	Description	Score
Oddworld: Abe's Exoddus	Platform adventure	\$69.95	2	More engaging and quirky platform adventuring	8
Oddworld: Abe's Oddysee	Platform adventure	\$49.95	1	Full of bright ideas and originality	9
Omega Boost	3D shooter	\$59.95	1	The best 3D shooter available on the PlayStation	8
Pac-Man World	Platformer	\$59.95	1	Celebrate Pac-Man's 20th birthday with this silky-smooth platformer	8
Player Manager 99	Soccer management	\$79.95	1	One of the best soccer management titles yet	8
Point Blank 2	Lightgun blaster	\$59.95	8	Highly addictive puzzle game with a gun. A great sequel with the Doctors	7
Quake II	First-person shooter	\$89.95	4	An extremely impressive conversion to the PlayStation. Don't miss this one!	10
Rainbow Six	Tactical combat	\$89.95	1	Negotiate for some hostages and threaten the terrorists	8
RC Stunt Copter	Helicopter flight sim	\$89.95	2	Tricky and fun radio-controlled helicopter mayhem	8
Resident Evil	Scary adventure	\$49.95	1	Chilling and gory action with fiendish puzzles	9
Resident Evil 2	Scary adventure	\$49.95	1	More horrific, zombie-filled, 3D adventuring	10
Re-Volt	Arcade racer	\$89.95	2	Radio-controlled racing madness through urban-fantasy worlds	7
Ridge Racer Type 4	Arcade racer	\$79.95	1	The finest arcade racing game that your money can buy	9
Rival Schools	Beat 'em up	\$89.95	2	Perfectly balanced fighter – great two-player mode	9
Rollcage	Futuristic racer	\$89.95	2	Fast and furious, it's Wipeout on wheels	9
R-Type Delta	Shoot 'em up	\$89.95	2	Retro blasting to make you weep with happiness	8
Shane Warne Cricket	Cricket sim	\$89.95	4	Joy as cricket comes to the PlayStation	9
Shadow Man	3D action adventure	\$89.95	1	Big and challenging adventure worth a try	7
Silent Hill	Horror adventure	\$89.95	1	Plenty of gory stuff packed into this disc – don't play this game alone	8
Sled Storm	Snowmobile racer	\$89.95	4	A very playable game that has great jumps, shortcuts and crazy tricks	8





dual shock



link cable



mouse



steering wheel



gun



multitap



memory card



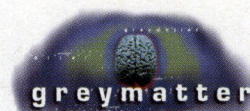
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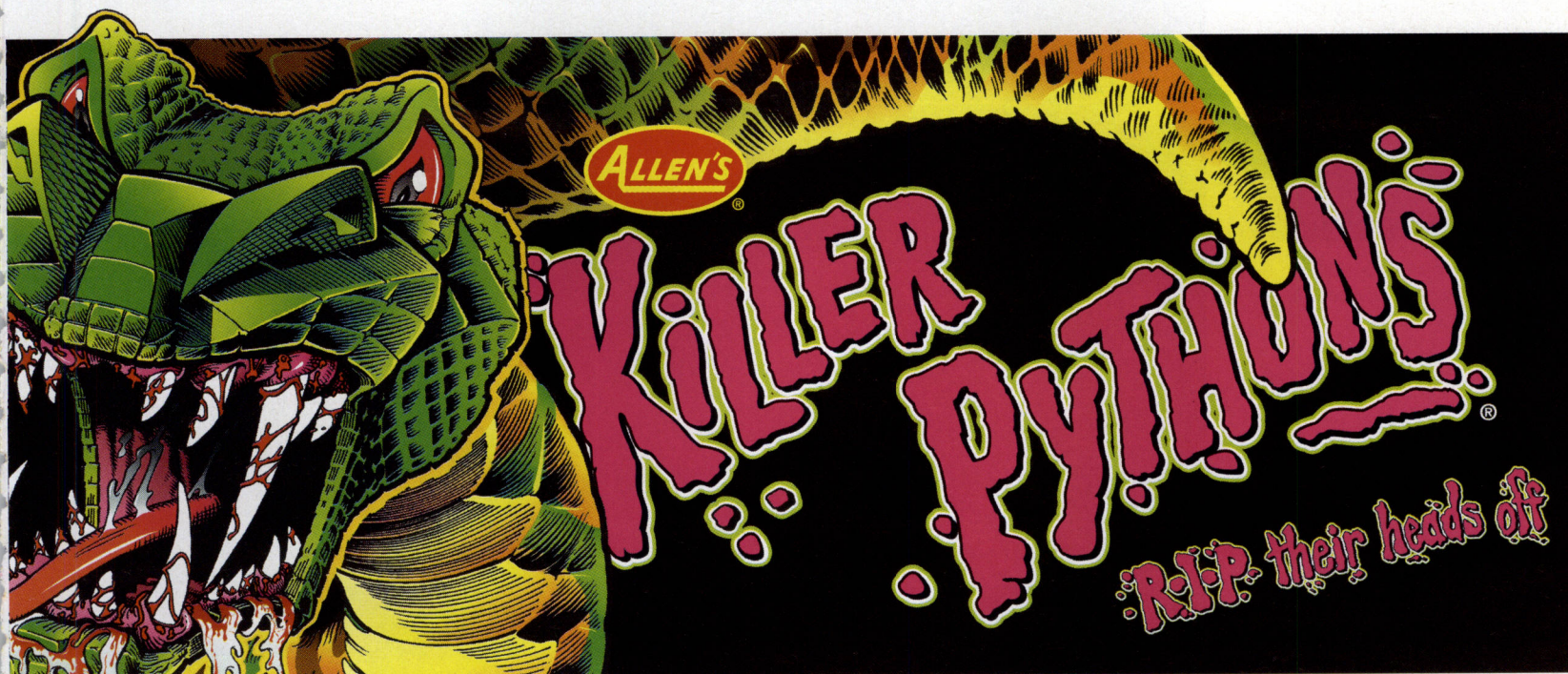
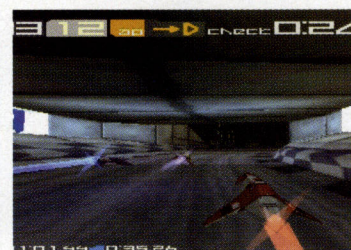
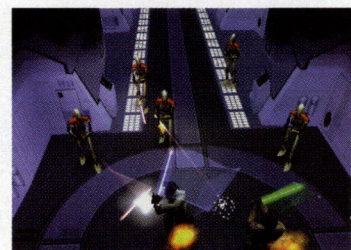
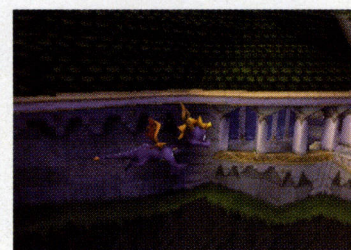
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no. of players



Title	Style	Price	Icons	Description	Score
<i>Speed Freaks</i>	Kart racing	\$69.95	4	Cheerful multiplayer racing game with colourful characters and tracks	8
<i>Spyro 2: Gateway To Glimmer</i>	3D adventure	\$69.95	1	Cute 3D platformer with much charm and challenge	9
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95	1	Accurate and compelling simulation of an amazing movie	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95	2	The best of the <i>Street Fighter</i> bunch	9
<i>Super Puzzle Fighter 2</i>	Puzzle	\$89.95	2	Hilariously mad Japanese puzzle antics	6
<i>Syphon Filter</i>	3D adventure	\$69.95	1	Multiple objectives keeps this espionage game interesting	8
<i>Tarzan</i>	Platformer	\$79.95	1	Solid kids platformer with great graphics, strong characters and good variety	7
<i>Tekken 3</i>	Beat 'em up	\$39.95	2	The beat 'em up to beat all beat 'em ups	10
<i>Time Crisis</i>	Lightgun adventure	\$39.95	1	The grooviest, bloodiest lightgun adventure	9
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95	2	Amazingly realistic and detailed racing car sim	9
<i>Tomb Raider 3</i>	3D adventure	\$89.95	1	The perfect balance of action and exploration	9
<i>Tony Hawk's Skateboarding</i>	Skateboarding sim	\$89.95	2	Finally a skating game worthy to add to your collection	9
<i>Twisted Metal 2</i>	Crash 'em up	\$39.95	2	Smash cars up across Europe for fun	9
<i>Um Jammer Lammy</i>	Musical party game	\$59.95	2	The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes	8
<i>V-Rally 2</i>	Rally racer	\$89.95	4	Unprecedented quality in a rally game – isn't that reason enough?	10
<i>Vigilante 8</i>	Driving combat	\$89.95	2	Funky car chases and blasting action	9
<i>Warzone 2100</i>	Real-time strategy	\$89.95	1	3D graphics and gameplay are unprecedented in this genre	9
<i>Wild Arms</i>	RPG	\$59.95	1	Slick and polished RPG for true fans	9
<i>Wipeout 3</i>	Futuristic racer	\$79.95	2	A great looking racer with an excellent, pumping soundtrack	10
<i>WWF Attitude</i>	Wrestling	\$89.95	4	Slap on some oil, throw on some fancy clobber and may the wrestling begin...	8





Publisher: **Sony**
 Style: **3D platformer**
 Program: **Playable demo**

Spyro 2: Gateway To Glimmer

Everyone's favourite fire-breather is back. We join Spyro as he journeys through the world of Avalar. As usual the little fellow is being harassed by all manner of creatures. Our demo contains two worlds from the full game — Sunny Beach and Skelos Badlands. Sunny Beach is a water-based level where Spyro is required to shepherd a bunch of turtles to safety — a simple task were it not for the spade-wielding baddies that litter the place. Use your flame breath to kill them all. Each world contains a number of challenges, so search for the meditating turtles that look like they need help. Jump on to ladders and dive into pools, to make sure that you've explored every area. In the Badlands, things get a little hotter and the levels dominated by deadly lava will fry Spyro to a crisp if you're not careful. As if that wasn't bad enough the area's also populated by cavemen, flame-spitting dragons, and blue fiery things. Make it through the level without getting singed by eating the red rocks that you come across and using **X** to spit them at baddies.

Controls

X Jump/glide
■ Flames
▲ Charge
R1 Roll
L1 Roll
←↓↑→ Move Spyro

Further information

Charge through to page 70 of *PSM 28* for a full *Spyro 2* review.

Publisher: **Infogrames**
 Style: **Shoot 'em up**
 Program: **Playable demo**

Millennium Soldier

Kill everything. It's a simple premise for a relatively simple game — nothing wrong with that. *Millennium Soldier* is an arcade combination of *Apocalypse* and *Robotron*. Good honest shooting fun. You play a marine mercenary who has been dispatched to destroy all life forms. The demo gives you five minutes of blood-blasting fun.

Controls

← Rotate player anti-clockwise
→ Rotate player clockwise
↑ Forward
↓ Back
X Fire selected weapon
■ Change weapon
● Launch grenade
L2 Strafe left
R2 Strafe right
Start Pause

Additional features

The full game features a full-on frag test of a two-player mode where players cooperate to destroy everything in sight, but battle for the biggest weapons. There's also a two-player combat mode, where players are given the full arsenal of weaponry with which to kill each other in a series of arenas.



Publisher: **Sony**
 Style: **Beat 'em up**
 Program: **Playable demo**

Destrega

This free roaming 3D beat 'em up is set against a background of intrigue and magic. It enables you to hone your fighting skills to take on even the most skilled *Tekken* addict and beat 'em at their own game. In addition to the regular close-contact action, you have a number of long-range attacks so you can blow your opponent away without getting your hands dirty. The demo gives you the opportunity to play as either Gradd or Milena.

Controls

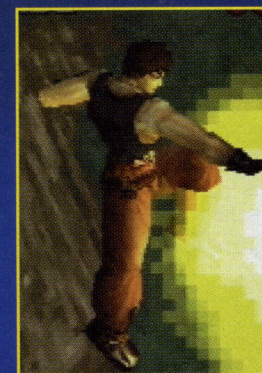
▲ Strong magic/Strong attack
● Wide range magic/Attack from behind
X Select on menu screen/Jump
■ Fast Magic/Short range: Weak Attack
←↓↑→ Select mode/Move character
L1 Guard
R1 Dash

Additional features

The full game revolves around a story of intrigue, mystique and the quest for justice and righteousness of a young chap called Gradd.

Further information

Battle back to *PSM 27* where *Destrega* gets a jolly good seeing to.



Publisher: **Crave**
 Style: **Future racer**
 Program: **Playable demo**

Killer Loop

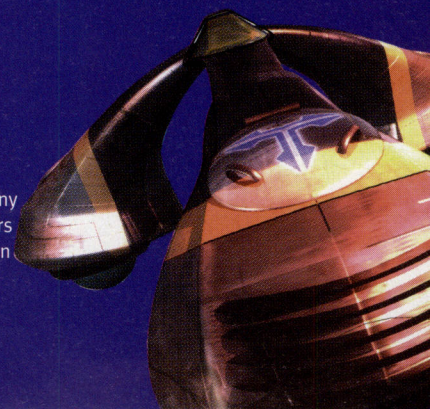
This futuristic racing game puts you in the driving seat of a tripod, glider-racer. These space-age vehicles look like they'd be more at home in *The War Of The Worlds* than on a racetrack — but at zoomph they don't half shift.

Controls

X Magnet
■ Accelerate
▲ Change view
L1 Strafe left
R1 Strafe right
R2 Power up

Additional features

In the full game you can select any one of the 12 different glider-racers on offer, and there are over seven futuristic racetracks to try.





This is the complete guide to using your demo disc

Publisher: **Eidos**
Style: **Scrolling beat 'em up**
Program: **Playable demo**

Fighting Force 2

This is a complex tale of government conspiracies, mad scientists and military machinations. Despite a ban on human cloning, the military continue to strive to achieve their dream of an invincible soldier. The Nakaichi Corporation have set about fuelling the growing trade in illegal cloning and biotechnology. The State Intelligence Police (SI-COPS) have been sent in to infiltrate the activities of the Nakamichi company, destroy sensitive project data and eliminate all key personnel. This jungle-based demo enables you to get to grips with the mercenary characters. You must destroy everything.

Controls

- ▲ Select weapon
- Jump
- Kick
- ✕ Punch
- L2 Double tap for stealth mode

With the power glove

- ✕, ✕, ■ Punch (x2), power fist slam
- , ✕ Jumping power slash (use this with a sword or bat)
- RI, ↓+✕ Throw object up
- RI, ↑+✕ Roll object along the floor

Additional features

The full game contains approximately 24 levels and you'll need to access computer terminals to obtain more information about your mission.

Publisher: **Sony**
Style: **RPG**
Program: **Playable demo**

Kingsley's Adventure

The evil rodent wizard, Bad Custard, has stolen the Queen of the Fruit Kingdom's magic book and is turning all of the kingdoms true knights into dark nights. Kingsley, the small but brave orphaned fox cub, sets about to save the day. We join the young fox cub en route to see one Briny Jim at his tavern. Captain Gallagher has stolen Jim's galleon, meaning that no-one can trade with Seatown, a worthy task of our wannabe true knight Kingsley...

Controls

- ✕ Jump
- Attack
- Block
- ▲ Status
- L2 Sidestep left
- R2 Sidestep right
- L1 Toggle camera height
- Select Weapon select
- Start In-game menu
- ↑, ↑, ✕ Long jump
- ✕+■ Aerial attack
- +↑ Push object
- +↓ Pull object
- RI Look mode
- ↓, ✕ Ninja backflip

Additional features

The full game begins with a training level that lets you get to grips with all the weapons Kingsley will use, including a nifty bow and arrow. See page 78 of *PSM 27* for a full review.

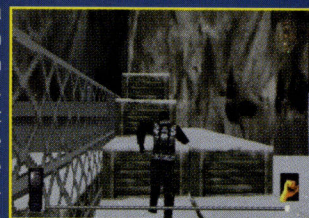


Publisher: **Infogrames**
Style: **Stealth/strategy**
Program: **Playable demo**

Mission: Impossible

Our fully playable demo puts you in the stealth-like shoes of Ethan Hunt in the depths of winter in the middle of nowhere.

Your mission is... Get over the fence. Find the guardhouse. Pick up the envelope. Change identity. Convince the truck driver to deliver the envelope. Meet up with Clutter and jump on the truck. You have two items to aid you — a 7.65 Silencer gun and a Facemaker.



Controls

- ✕ Receive messages when the communicator blinks
- ✕ Jump
- Duck
- Fight or shoot
- ▲ Inventory access, Choose weapon (✕ to confirm)
- Chose Facemaker and other objects (✕ to confirm)
- R2 Crosshair mode
- ✕ Activate auto aim
- L2, R2 Hold to zoom in

Further information

Sneak back to page 64 of *PSM 28* for a full briefing.

Publisher: **THQ**
Style: **Motorcross sim**
Program: **Playable demo**

Championship Motocross

Despite being a niche sport, dirt biking makes for a good game. The nature of the sport makes controlling the bike around the quagmire of a track an acquired skill. Our demo gives you the opportunity to try out one of the many mud baths that make up the full game, riding as superbiker Ricky Carmichael. Who? He's massive in the world of dirt bikes. Trust us.



Controls

- L1 Side view
- L2 Rear view
- D-Pad Directional
- Select Select
- Start Pause
- R1+ (← or →) Powerslide
- ▲ Cameras
- Tricks
- ✕ Accelerate
- Brake

Additional features

The full game features 12 types of tracks. Choose from nine bikes, and customise them as you wish.

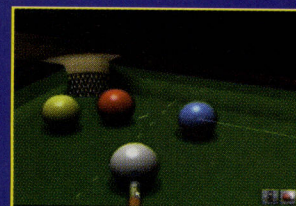
Further information

Turn to page 77 of *PSM 28* for our review.

Publisher: **Virgin**
Style: **Snooker sim**
Program: **Video**

Jimmy White's Cueball

After the success of *Jimmy White's Cueball* on the PC, the PlayStation conversion looms.



FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q: What's with *Collection*? As a subscriber, do I get one?

A: *PSM Collection* is a new magazine and is not part of your normal subscription. It is aimed at new PlayStation owners and PlayStation users who don't normally buy magazines. That said, we believe that there is plenty of information of value to existing readers, such as a massive tips section, reviews of every game ever released, big previews on upcoming games, posters, competitions, plus the biggest demo discs ever seen. But for the latest in news, reviews and features, *Official Australian PlayStation Magazine* will continue to be the leader.

Q: I bought your new *Collection* magazine and can't find the 25 demos that were advertised.

A: There's no trick, honest! Just go to the Net Yaroze compilation menu item, select it and you'll soon "discover" another 14 games.

Q: Why was the November issue late?

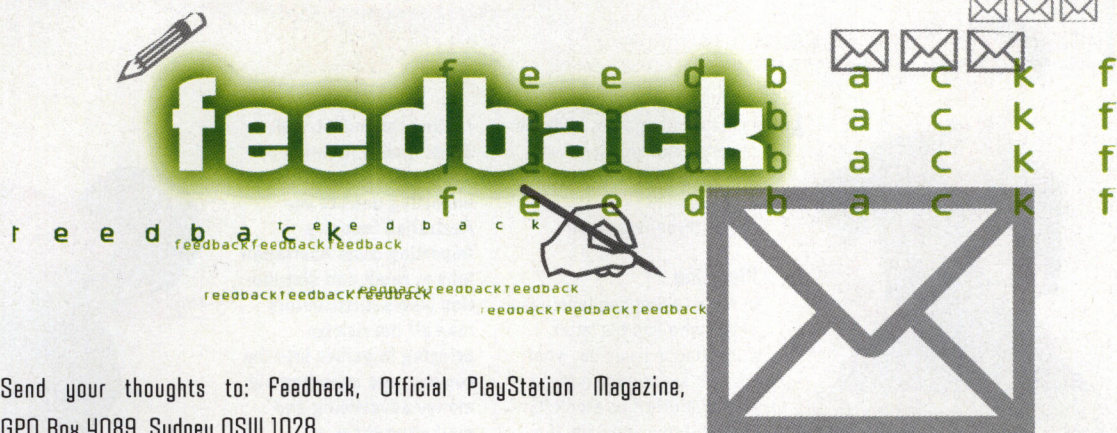
A: Our magazine was delayed a week due to a problem at Sony's disc production plant. Our apologies to all our readers, but this was out of our control. Unfortunately, it also meant that this issue had to be put back a week.

Q: Can I do work experience at your magazine?

A: At present *PSM* is unable to accept work experience candidates. We suggest you try other ACP magazines. Visit www.magshop.com.au for details on other ACP titles.

Q: I subscribed to your magazine but haven't received my free Platinum game yet.

A: Our apologies, but the offer states that delivery can take up to 60 days. Due to the high demand, it takes a while for Sony to process our orders and get the games to us to send out. We're endeavouring to get them out as quickly as possible so you can start playing!



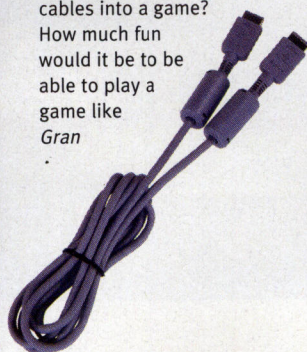
Send your thoughts to: Feedback, Official PlayStation Magazine,
GPO Box 4089, Sydney NSW 1028.



Missing Link

I'm a 29 year-old fan of the PlayStation – and have been since its conception. I also love the idea of link cables. Obviously the link can be a little daunting, but there is nothing better than having a few mates over, a few brews and a lot of laughs as we play *TOCA 2*, *Doom*, or *Destruction Derby*. My main gripe though, is the lack of games that are link cable compatible.

Split screen is okay, but full screen with your mate not knowing where the hell you are, now that's where the fun is! Most households these days have more than one TV. I want to know how much harder is it for developers to incorporate link cables into a game? How much fun would it be to be able to play a game like *Gran*



Turismo and *V-Rally 2*, or a death match in *Syphon Filter*?

Let's hope PlayStation2 will have two outlets for linking two TVs, so that more developers will incorporate linking into their games, without having to buy a second console and game.

John Robinson, Qld

We've heard a whisper that the link cable won't be supported with PlayStation2. But you'll be able to play against countless opponents using the cable modem add-on in 2001.

Get Your Motor Running

I'd like to congratulate you on the best PlayStation magazine in the world. Now to my concern... With all the racing car games like *Colin*

McRae Rally, *V-Rally 2* and *Nascar* etc, why isn't there a racing game on V8 Fords Vs



Holdens? Don't get me wrong, I've played all the games mentioned above and they're good – but what about us and our V8s?

Fiona, NSW

We hope you've noticed that *Need For Speed: High Stakes* has Holdens and

Fords. And look out for *TOCA World Touring Cars* in which you'll be able to tear around Bathurst!

He's in the Game

Hey guys, just a quick note regarding the King of Hoops to appear in *NBA 2000*. Jordan has never been featured in a basketball sim on the PlayStation system (*Space Jam* doesn't count), but he was on one of the first incarnations of the *NBA Live* series (*NBA Showdown* by EA Sports) that appeared on the old Sega Mega Drive back in 1990. His videogame counterpart had a little nifty reverse lay-up move. He was



SHOUT

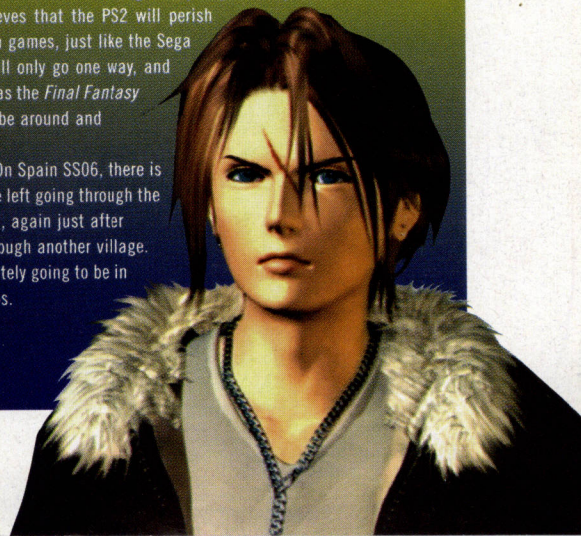
Just received Issue 28, and what an issue it was. Upon getting home with the new issue, I tore open the plastic seal, removed the magazine and held in my hands not one but two demo discs. Before rushing to my PlayStation and trying out *Dino Crisis* and *Final Fantasy VIII*, I sat down and read through *PSM*. The reviews on *FFVIII*, *F1 '99* and *Crash Team Racing* were pretty much spot on. I then read a section in Feedback, where some guy believes that the PS2 will perish 'cause it's going to be too difficult to program games, just like the Sega Saturn. Get a life, you dumb ass. The PS2 will only go one way, and that's all the way to the top. With games such as the *Final Fantasy* series, *GT 2000* and *Tekken Tag*, the PS2 will be around and on top for a very long time.

Just a small tip for all you *V-Rally 2* fans. On Spain SS06, there is a shortcut just after the first checkpoint on the left going through the village. There is also one in Monte Carlo SS07, again just after the first checkpoint but on the right going through another village.

Final Fantasy VIII and *Dino Crisis* are definitely going to be in my Christmas stocking after playing the demos.

Excellent job, and keep 'em coming.

Steve 'Urkle' Anderson, via email





ask nino

Sacred PlayStation master Nino brings enlightenment to the gaming faithful.

Q: Do you think that there should be a few more rugby league and rugby union games out on the market? Also, will there be any more *Track & Field* games?

I think your mag is totally awesome. I've read other mags and they suck!

Jordan Derog, ACT

A: Yes, there should be more rugby games, but EA's *Rugby 2000* is on its way. *Track & Field 2* is also due soon.

Q: I heard from a friend that if you buy a mod-chip, it makes your PlayStation's warranty useless. Is this true? Where can I get a G-Con Bazooka from? I've looked everywhere. And is it compatible with *Time Crisis*? Also, is it really worth me subscribing to *PSM*?

L.B. Old

A: Using a mod-chip will void your warranty. Don't do it, it's not worth it. The G-Con Bazooka was a joke. Well, we thought it was funny, anyway. Subscribing to *PSM* is an excellent idea. Not only will you save money and never miss a copy, but you'll get a free Platinum game worth \$40!

Q: I have a friend who is in Japan at the moment and might be able to get hold of a PocketStation for me. What will I need to make it work here?

Liz Hooper, via email

A: A firm grasp of the Japanese language would be a good start. Otherwise, it will work perfectly well here. There just aren't many PlayStation games available in Australia that support it, so it is a novelty item only.



taken off the games because of contractual reasons with one of his entertainment affiliates.

Derek Wyse, via email

Mod Con

In reply to Stephen Jennings of WA who had his letter published in Issue 26, what the hell are you talking about? Mod-chips aren't illegal, pirated games are. If a software developer designed a game that crashes PlayStation with mod-chips, they would get their pants sued off. Mod-chips are mainly for foreign games, not necessarily pirated ones. The mod-chip was made for people desperate to play games before they hit the shelves. It's a terrific idea and perfectly legal, all you have to do is mail order. Then the developers get their money and you get a perfectly good game.

Pirate-proof games, fine with me. But PlayStation-destroying software is not a way to stop piracy; it's a way to make people pissed off.

Michael Graham, NSW

Mod-chips are not "a terrific idea" and there are indeed new PlayStation games designed to detect them. Most people do not use mod-chips to play imported games, they play pirated games, and it's

costing the industry billions. Also, you forget about the damage that importing does to the Australian industry. Importing costs Australian jobs at retail and distribution levels. Distributors take all the risk by bringing in games into the country, and spending big money advertising and marketing them.

Pleasure and Pain

Hi there gang! I've got every issue of your magazine and I've never written to give some feedback, so I thought now would be a great time.

Well, first of all I would like to say that the layout of your magazine is excellent. You have just the right amount of pictures and writing, and it's all in well-planned spots of the mag. I am relieved to see stronger



covers on the modern *PSM* compared to those found on the ancient version. Plus

Planet PlayStation is tops!

The news is very informative, the previews get the dribble running and the quality of most of your pics is amazing. I also like the cover CD (great idea supplying the cardboard cover) that includes some pretty cool demos. I'm even impressed with some of the Yaroze games.

Now for the negatives. Your reviews are very in-depth, but I believe that



others. For example, *Re-Volt* didn't deserve 7/10. It is a good game, but it is slow and the graphics appear pixilated at times, whereas *Swing* deserved higher than a 6/10 because it is a great alternative to *Tetris* and it's addictive.



Another thing that I would like to point out is that you have all these advertisements, but nowhere do you have advertisements for shops showing the available titles and their prices.

Anyway, they're my gripes over with. Overall you have a very good magazine, which I will continue to buy until the end.

Nathan Whillas, via email

Thanks for your message, Nathan. It's most encouraging.

WHAT IF?

Wouldn't it be great if you could actually fight while playing your favourite beat 'em up? You could have a holographic punching bag that moves around and attacks you (all computer-generated), which you hit and kick back. How hard you kick it will determine the amount of damage inflicted. Developers could start by including a first-person view on beat 'em ups (this would rule with *Tekken 3*).

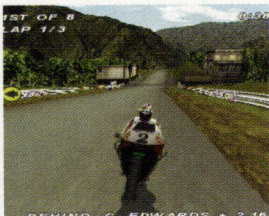
Chris Dyson, WA



ing when readers notice all the hard work we're putting in. Regarding the negatives, we were close to giving *Re-Volt* a 6/10, but Richie Young felt it offered enough long-term appeal with the track editor and multiplayer modes to warrant a 7/10. *Swing* might be an innovative attempt to add something new to the puzzle genre, but it doesn't have any long-term appeal and deserves a 6/10. And we'd love more retailers to advertise with us, it'll help pay the bills!

Road Rage

In Issue 26 of your usually good mag I read an article on the new game *Castrol*



Honda Superbike Racing. You guys completely ripped it off something terrible. It is a bloody good game! I have hired it out five times and I am planning to purchase it in the near future. I agree that it is not the easiest game to play, but isn't that a sign of a good game?

I mean, you wouldn't want to go out and spend \$70-\$80 on a game and then find you have finished it within two weeks. Sure it could have been better, but me thinks well worthy of at least an 8/10.

Angry, Qld

We believe the review was spot on. Of course there are going to be those like you that disagree, and we're glad you enjoy the game, but like the review said, most people just won't have the patience to put up with the frustrating learning curve and the horrible graphics, which make picking the corners extremely difficult. No-one wants a game to be too easy, but *Castrol* just forgets a little too often that games are meant to be fun as well as accurate. Also, a 6/10 means the game has flaws, but can still be enjoyed by many gamers.

But wait, there's more...

I've been collecting your magazine for a while. I am thinking of subscribing and would like to know the answers to a few questions.

Firstly, in the conditions of entry for the free game it says 'Please allow up to 60 days for delivery'. Is that for the game, or the first magazine? If I subscribe do I get the next 12 issues as well as the special edition *Collection* magazines that you are releasing?

Will I get my copy on the

actual release date for the newsagents or will it be later before I get it?

Paul Jennings, SA

It's a wait of up to 60 days just for the Platinum game. It can take a little while to get the orders from Sony. If you subscribe very early in the month, you should get the next issue, and you should receive your copy the day the issue goes on sale. *Collection* isn't included in a subscription; it's a new and separate magazine.

Wise Man

I'd like to make a suggestion about the production of demo discs. The *Official US PlayStation Magazine* demo disc allows you to download save files. If you implement this feature, you are sure to boost sales as I, and others experiencing difficulty in some games, may benefit.

Hal Emmerich, via email

Great minds think alike. We'll be including cheats to



download from the demo CD to Memory Card starting next month.

Play Station, not Boy

C'mon guys, do we have to have the game girls every month? I'd rather have another page of news than see some bimbo in a skimpy costume. Don't you know that you have female readers? Mrs Packer didn't leave a lot to the imagination.

Kirsten Deane, Vic

Look out for next month's game boy...

RAGE AGAINST THE MACHINE

I was going home on the bus a few nights ago and finally met someone who had a PlayStation and didn't pirate games (I usually get into an argument with pirates).

He also seemed to be very good at some games, even as good as me, and claimed that he finished *Final Fantasy VII* in 52 hours. This was great for me because I was stuck at the part where you breed Chocobos, so I asked him what to do and he replied, "I didn't do that part, I used a cheat".

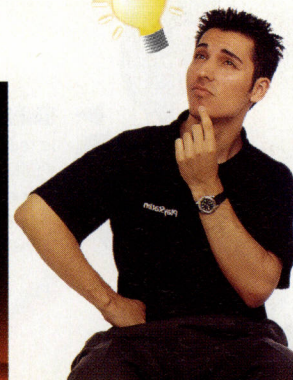
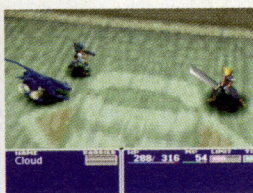
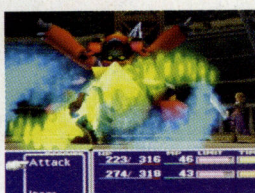
At the time I thought, it's okay

to use a cheat every now and then, but when I realised a little while later in the conversation that he used cheats in almost every game he played, I thought to myself "what a bloody cheater".

And to top it all off he complains about the lifespan of games!

Why do people use cheats when they just make the game shorter? It doesn't make you any better at a game.

Stephen Warren-Smith, via email



ask nino

Q: In *PSM 24* there was a *Dance Dance Revolution* controller. I would like to get one but I can't find a place that sells them. Could you please tell me where I could get one?

Ben Perry

A: The game and controller won't be released in Australia until next year. *PSM* will keep you informed.

Q: I'm planning to buy *Metal Gear Solid* and the new add-on *Special Missions*. I'm also looking for a Dual Shock controller with turbo/rapid-fire so that when I play *MGS* and get to the torture chamber bit, Ocelot doesn't know that I'm using rapid-fire.

Blon Thompson, via email

A: We don't think any of the rapid-fire controllers are any good. Use the standard Dual Shock and exercise your fingers!

Q: 1. Will the G-Con 45, which is compatible with *Point Blank 2*, also be compatible with most future games? Is *Time Crisis 2* out on PlayStation? And is it compatible with G-Con 45?

2. What's the best BMX racing game for PlayStation where you can do a lot of tricks?

3. Finally, are there any good games for a party with multiplayer modes, are heaps of fun and are very long?

David, via email

A: 1. Yes! Look out for *Time Crisis Alpha* next year.

2. There aren't any good ones at all. Buy Tony Hawk's Skateboarding, or No Fear Downhill Mountain Biking.

3. There are loads! Don't miss *Crash Team Racing*, *Speed Freaks*, *Micro Machines v3*, *Circuit Breakers*, *Quake II*, *Anna Hourinikova's Smash Court Tennis*, *Wipeout 3*, *Um Jammer Lammy*, *Bust A Groove* and *Tekken 3*.





Waiting for Lara

In reply to Marcus' letter in PSM 27, we (Lara lovers of the world) have been waiting far too long for the next installment of *Tomb Raider*.

If you think the interim is not sufficient enough, you should probably consider buying the back issue with the walk-through and all the cheats (which you obviously need) so that you can complete *Tomb Raider 3* and get ready for 4. If I had a copy I'd gladly send it to you but I'm glad to say that I didn't need it.



So, hurry up and finish it so then, like the rest of us, you'll be hanging out for *The Last Revelation* instead of how short you think 12 months are. Hopefully, this isn't the last installment in the *Tomb Raider*

series with the absolutely wonderful Lara Croft.

A. McGovern, NSW

Flatmates from Hell

Just wanted to write and say g'day and get something off my chest. Sort of a "Rage Against the Machine"....



Actually, more like a "Rage Because of the Machine". This year I started uni and moved in with three mates from school. They're good blokes, but I'm the only one who owns a television and a PlayStation, and now I have to fight with them to bloody well play my own machine. One of them even dropped my copy of *Metal Gear Solid* and put a dirty great big scratch on it. They also pinch my beloved copies

of PSM all the time. I've threatened to move the telly and PlayStation out of the lounge and into my bedroom, but fear I might get chucked out.

I noticed in the Australia's Best Gamer competition you gave away a big TV. You don't have a few more tellyes and

PlayStations lying around do you? No harm in asking...
Desperate, NSW

Sorry mate, we really feel for you. Everyone needs quality time alone with the one they love.

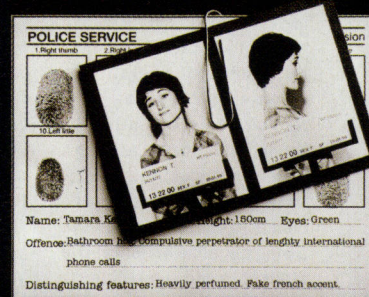
Short, but...

Thank you for the cool mag.
SJ, via email

You're welcome.

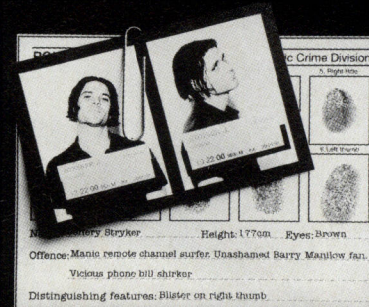


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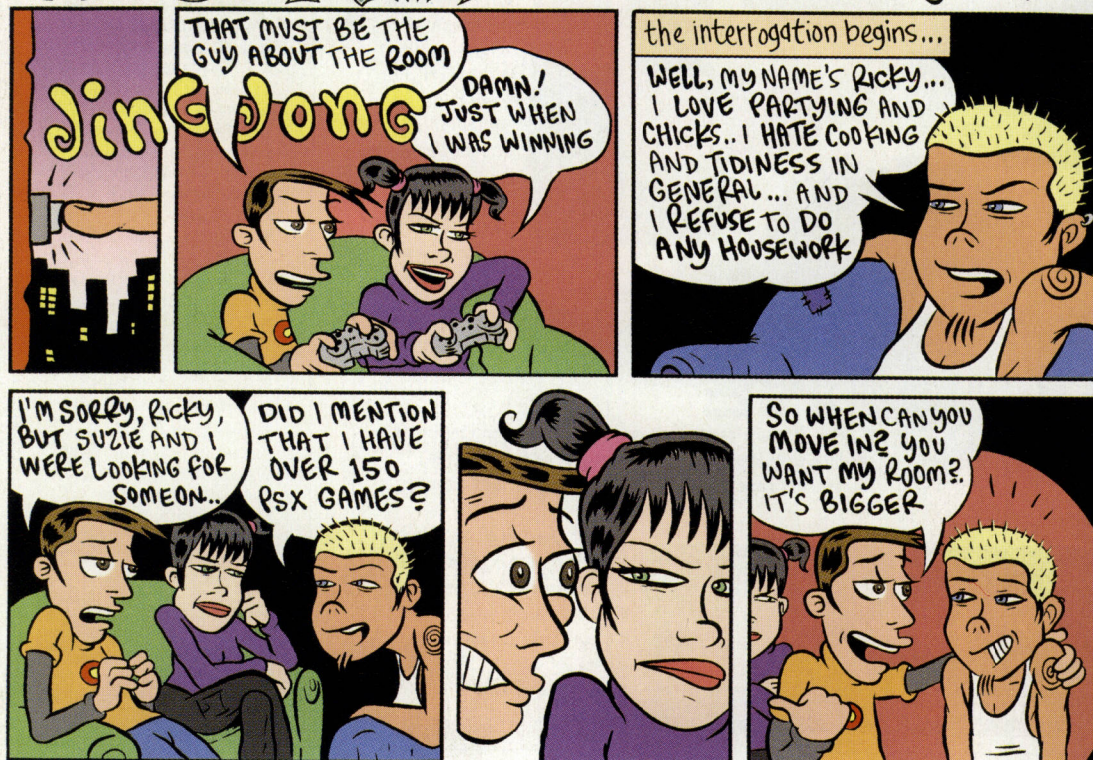
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by anton



it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME	THE AIM OF THE GAME	HOW TO PLAY	THE PSM VERDICT
<p>Brothers Brendan and Patrick Pierce of NSW want an NRL game to play. Lucky for them so does PSM! They've scored themselves a copy of AFL 99 for Anthony Mundine's NRL.</p> 	<p>This game is made up of management and playing components. As a club manager you must organise everything from hot pie stands to player contracts. As a player you compete in regular season, friendly and international matches.</p>	<p>You are given a starting sum of \$300,000 and you attempt to become the most successful football club around. By consistently winning and spending the money on worthwhile ventures, you unlock further sections of the game like Dream Team mode.</p>	<p>This is an awful lot to pack into one disc, especially if the playing mode is to be any good. If these problems were sorted out so the game was strong in all areas and Anthony Mundine was enticed on-board, then League fans would be in for a treat.</p> <p>9</p> 
<p>Deep Blue Sea is a game based on the movie. It was sent in from Michael Syme of WA.</p>	<p>Depending on your character, the game has different objectives. As a human you must escape from the sharks and survive. As a shark you must kill absolutely everything in sight, and escape from Aquatica. As a dolphin you must try and help humans to safety.</p>	<p>The game has 30 levels with up to 18 weapons per level. The disc would contain FMV sequences, actual movie footage. Unlockable items would include special sharks and scuba gear. The game would also be packaged with a shark education bonus disc.</p>	<p>Self-Contained Underwater Breathing Apparatus - who said PSM wasn't educational? We like this one, it could be a decent yet rare game based entirely underwater, and it would teach you something as well.</p> <p>8</p> 
<p>Taxi Rush is Victorian Ian Barrow's stressful effort.</p>	<p>You must earn enough money to keep your bills paid, your wife off your back and the public happy. One day you could be rich!</p>	<p>You choose a city and borrow money from the bank to get started. You must pass a licence test and make enough money to pay off fuel, insurance and your loan. Earn tips, avoid irate passengers and you may eventually expand and own your own company.</p>	<p>Quite a funny concept this one, but it sounds as if it would be more stressful than anything else. Interesting idea, but PSM is happy enough dealing with our everyday real life dilemmas already. Thanks, anyway!</p> <p>7</p> 
<p>James Cahill of Victoria sent us Homer the Vigilante.</p>	<p>This would be a true Simpsons game as other characters also appear. You play as the one and only Homer Simpson who is out for vengeance. Fat Tony and his Mafia boys have taken over the town and cut off Springfield's supply of Duff Beer.</p>	<p>Head over to Herman's military shop to stock up on weaponry. From here, you hit the streets in a mission to wipe the filth from the streets and get Moe's beer taps flowing again. Collect donuts and pork rinds for instant power. Mmm, pork rinds...</p>	<p>We love The Simpsons and wait patiently (with everybody else) for a game that can match the brilliant cartoon. Could Homer the Vigilante be it? Possibly, but we reckon Homer is better off playing the funny guy than the action man.</p> <p>7</p> 
<p>Live the Fan was sent in by Kristian Dwyer of WA.</p>	<p>You're a mad sports fan who spends your day betting on sport. As the game begins you're given \$1000 with which you buy match tickets and place bets on the outcome. During the match you get to knock back a few beers.</p>	<p>From what we gather, most of the action is at the beginning of the match when you are given behaviour options. Mouth-off Mode allows you to shout to the on-field players. This is the crux of the game so the game relies on how well this works.</p>	<p>We would much prefer behaving like louts, getting drunk and making outlandish bets in real life than on-screen, although we do see the value in a game like this.</p> <p>5</p> 

famous last words **daniel macpherson**

Behind *Neighbours* heart-throb Joel Samuels is a wickedly fanatical PlayStation gamer. Daniel MacPherson's habit even gives him a handy excuse when he forgets his lines. In Daniel's own words he's "pretty crappy" when it comes to his PlayStation ability, but as *PSM* found out, Daniel still loves going back for more. He even has a fantastic Should be a Game entry!



Official Australian PlayStation Magazine: Hi Daniel, how are things going?

Daniel MacPherson: Life is good, and I'm very well!

PSM: Some *PSM* readers are big *Neighbours* buffs, any chance of some goss on what's coming up?

DM: A new romance, a fire and a Porsche!

PSM: What do you have planned for the future, do you have any other acting projects lined up?

DM: Yeah, a pantomime at Christmas. It's *Jack and the Beanstalk* and it'll be in England. I'm also looking at a few other scripts...

PSM: Did you always aim to become a recognised thespian while growing up in Sydney?

DM: No, I planned on being a triathlete, a psychologist, an economist – but never a thespian!

PSM: The girls on the *PSM* team and a lot of our readers would turn to jelly if you walked into the room. What's it like having that kind of effect?

DM: I just laugh. It's a great job and I'm lucky to be in the position that I am, but I generally get embarrassed at reactions like that!

PSM: We know you love playing your PlayStation. How many games do you own?

DM: I don't own too many – about 15. I find that I never get my lines learnt.

PSM: What's in your PlayStation at the moment?

DM: *Cool Boarders 2*. I love the halfpipe; it keeps me going until the next snow season.

PSM: What is your all-time favourite game?

DM: *Gran Turismo*, I love the cars!

PSM: Which *Neighbours* buddies are into PlayStation?

DM: Dan Paris (who plays Drew). He's a freak and loves *V-Rally 2*.

PSM: Is he any good? *PSM* reckon you'd whip his butt... Are we right?

DM: No, you're wrong! Dan spends days on the thing, so he forgets his lines a lot!

PSM: You must obviously treasure your Logie, but when you get the chance to take some time off to relax at home, do you play with your Logie or grab the Dual Shock?

DM: The Logie is a little limited in its entertainment capabilities, so the Dual Shock and *Resident Evil* or *Cool Boarders* win out!

PSM: Do you play the PlayStation often?

DM: I get PlayStation 'pangs', withdrawals during long days on set. By the time I get home I'm so knackered I stuff up straight away. I get frustrated, throw the controller at the wall, and go to bed!

PSM: Finally, is there a PlayStation game that you would like specifically designed for you? What is it?

DM: A bit of snow, surf, skate, shoot 'em up, blood and guts, with some rally mixture. I'd call it *Rally Grommets Pornstar Revenge*!

PSM: Thanks Joel, err, Daniel... Happy gaming!

DM: Rock on!

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- Spy Hard - guns, gadgets, girls and gameplay
- Foo Fighters and Daniel Macpherson talk PlayStation
- Silent Hill solved - every single mind-bending puzzle!
- PSM names the best platform game of all time
- Metal Gear Solid - 100 reasons why it's 1999's best
- PSM interviews the makers of Colin McRae Rally 2
- Win \$10,000 worth of booty! Games, watches, a DVD player, movies, sunglasses

PREPLAY

RESIDENT EVIL 3



- Gran Turismo 2
- Resident Evil 3: Nemesis
- Ready 2 Rumble Boxing
- Saga Frontier 2
- Urban Chaos and more!

PLAYTEST

TOMB RAIDER: TLR



- Disney's Magical Tetris
- FA Premier League Football Manager 2000
- Grand Theft Auto 2
- Hot Wheels Turbo Racing
- Madden NFL 2000
- Medal Of Honor
- MTV Sports: Snowboarding
- Music 2000
- NHL 2000
- No Fear Downhill Mountain Biking
- Shao Lin
- The War Of The Worlds
- Tomb Raider: The Last Revelation
- UEFA Striker
- WCW Mayhem